

THE OFFICIAL GUIDE FROM

NINTENDO
POWER



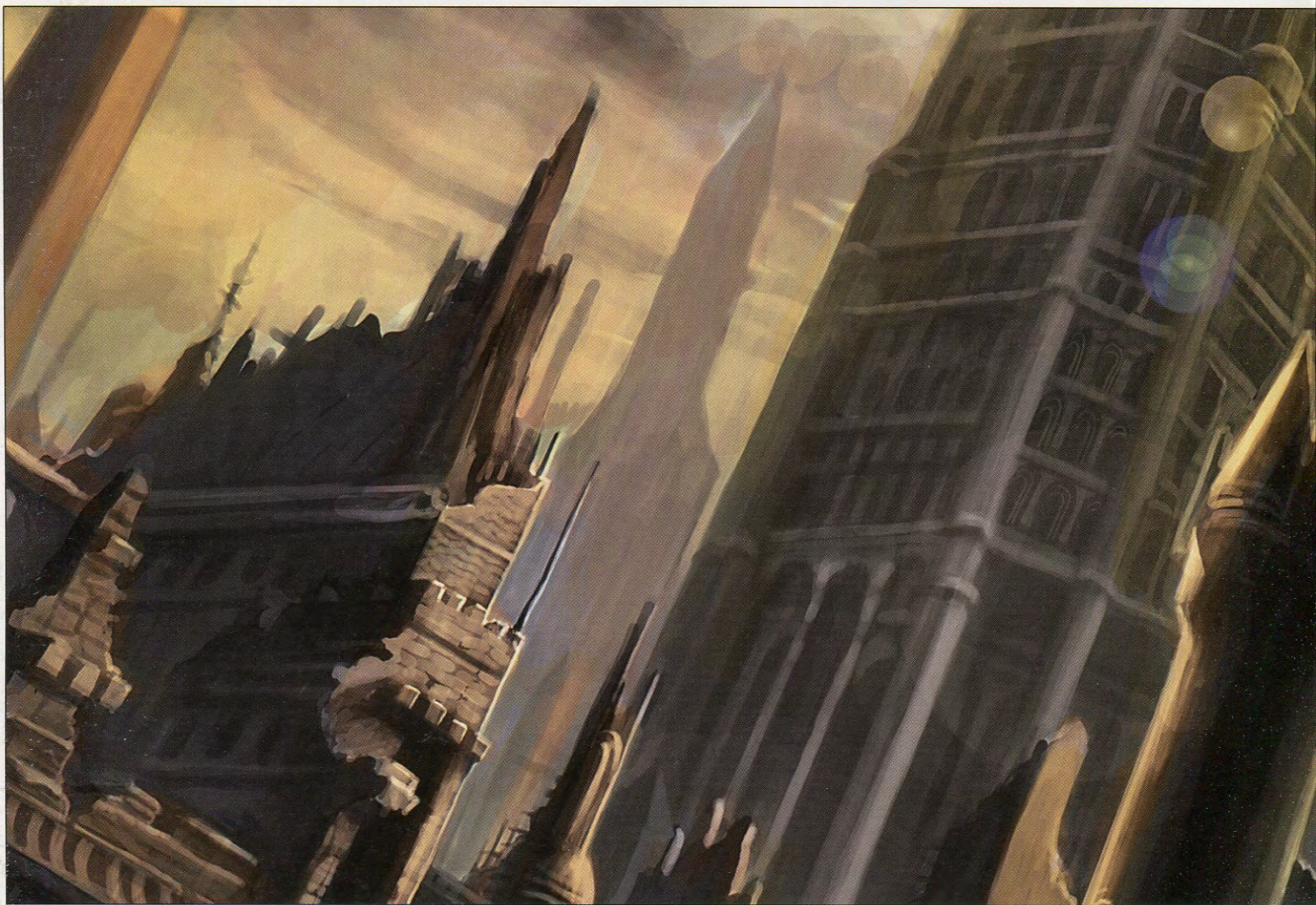
NINTENDO
GAMECUBE™

FIRE EMBLEM™

PATH OF RADIANCE



THE OFFICIAL
Nintendo®
PLAYER'S GUIDE



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FIRE EMBLEM™

PATH OF RADIANCE

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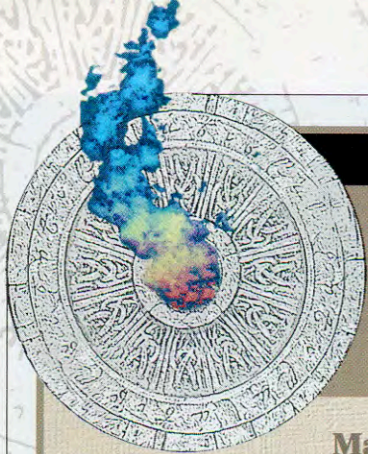
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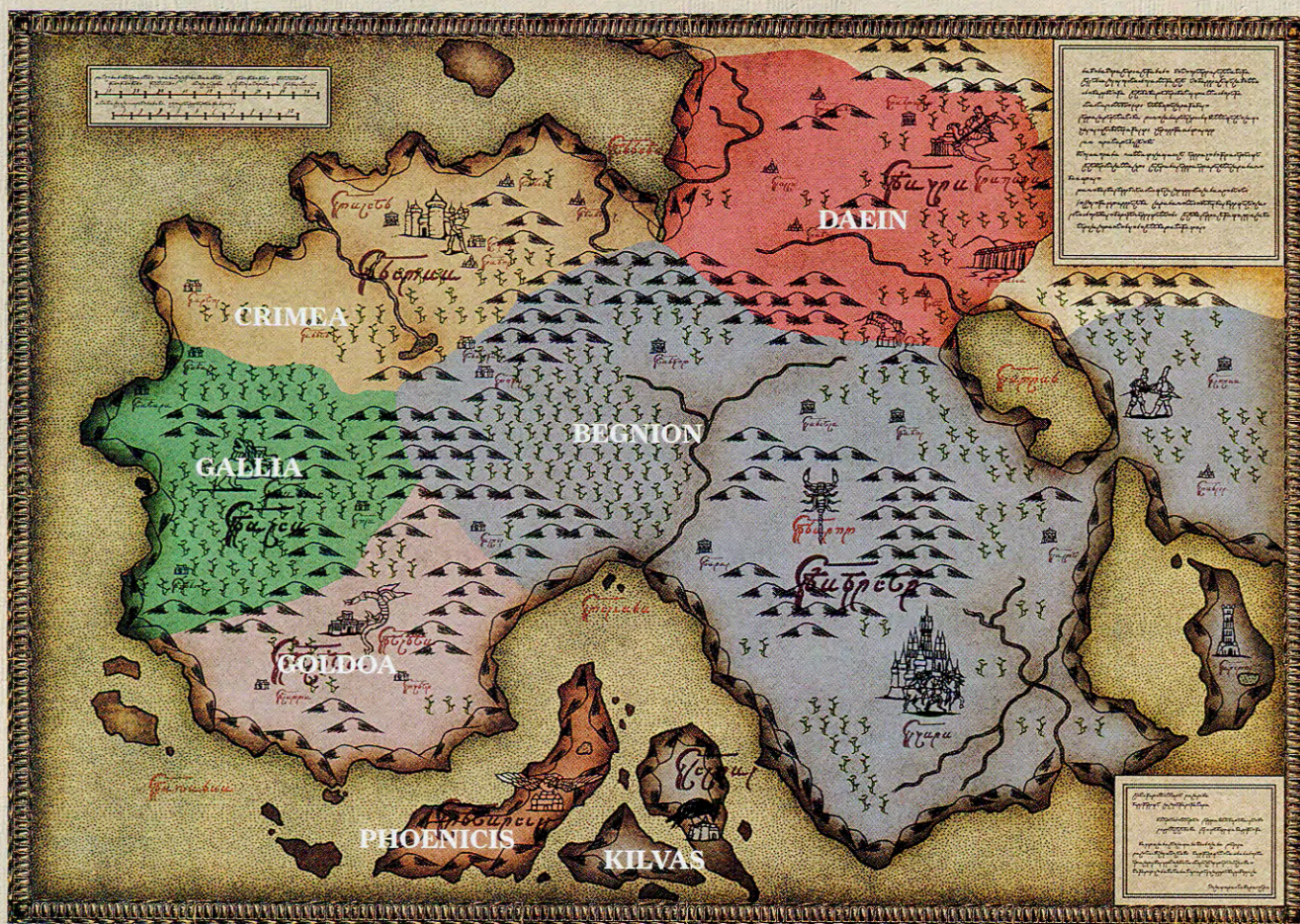
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INTRODUCTION

THE CONTINENT OF TELLIOUS

Many years ago, a dark god submerged the world in water... all but the continent of Tellius. Today, the six countries of Tellius are inhabited by two races: Beorc and Laguz. Failing to understand each other's ways, the Beorc and Laguz have long been divided. But a spreading war will bring unlikely heroes of both races together to fight against a mad king and save Tellius from destruction.



CRIMEA

Home to Princess Elinia and to Greil's mercenaries, Crimea was Daein's first target in the great war.

GALLIA

Led by King Cainegeiss, Gallia is home to the Laguz of the beast tribe and has ties with the Crimean royal family.

BEGNION

Home of the goddess Ashera, Begnion is a large and powerful country led by the apostle Sanaki.

GOLDOA

Goldoa is a mysterious country isolated from the rest of the continent. It is the home of the Laguz dragons.

DAEIN

Ruled harshly by King Ashnard, the people of Daein are raised to hate the Laguz.

PHOENICIS

Ruled by King Tibarn, Phoenicis is home to the Laguz hawk tribe. The hawks loot Begnion merchant ships.

KILVAS

King Naesala leads the Laguz raven tribe of Kilvas. Like the hawks, the ravens scour the seas for merchant ships. Kilvas ravens hate Beorc, and have no allegiance with any country.

INTRODUCTION

GREIL'S
MERCENARIES

Located in the Crimean countryside, Greil's mercenaries make a living by protecting nearby towns. When war breaks out, the mercenaries will leave their home and set out on a great journey.

IKE

Son of the mercenaries' leader, Greil, Ike is a blunt but honorable man. His training under his father will soon come in handy as he fights alongside the mercenaries. Ike is young, but destined for great things.

TITANIA

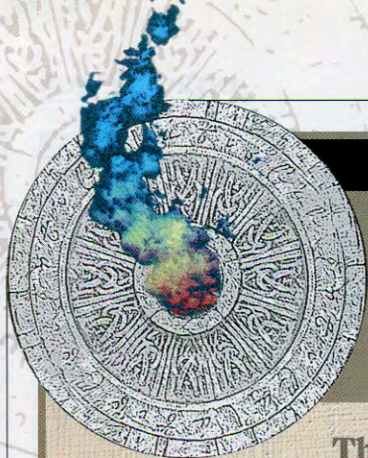
Once a knight in service of the Crimean throne, Titania has long been working with the mercenaries. Like Greil, her past is a mystery to her companions, but as Greil's second in command, she is trusted by all on the battlefield.

GREIL

Greil is a quiet and mysterious man. Even his children Ike and Mist know very little about him, but they trust him wholeheartedly, as do the mercenaries he employs. Greil's axe skills are unmatched by any of his troops.

MIST

Ike's younger sister Mist keeps food on the table for the mercenaries. She is fond of her few memories of her departed mother, which are closely related to a medallion that she wears around her neck.



INTRODUCTION

CONTROLS

The controller is an extension of your mind. Wield its many buttons and sticks to do your bidding before, during and after a raging battle. This page details the function and use of each method of input at your disposal.

L BUTTON

During a battle, the L Button cycles through the zoom feature. Press it repeatedly to move the camera closer or farther away from the map.

B BUTTON

The B Button acts as a cancel or "back" button while you are in one of the many planning phases or map screens.

Y BUTTON

Press the Y Button while the cursor is over a unit to bring up the status screen. While viewing a unit's information, you can flip through pages with the Control Stick.

CONTROL STICK/CONTROL PAD

The Control Stick and Control Pad are used to move the onscreen cursor around the battlefield map. While you are in a menu screen, you can cycle through sub-menus and highlight data.

R BUTTON

While you are viewing the battlefield, press and hold the R Button to hide the onscreen heads-up display (HUD).

START/PAUSE BUTTON

You can hit the Start/Pause button while planning your next move to display the current battle conditions and victory terms. Pressing Start during a cut-scene skips the cinematic.



C STICK

Tap the C Stick left or right to change the battlefield view to an isometric one. Pressing the C Stick up moves the camera to an overhead orientation.

A BUTTON

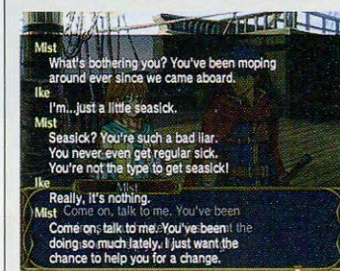
The A Button is used to make a selection in all of the game menus. You can choose items, plan battle moves and more with it.

X BUTTON

You can cycle through your available units by hitting the X Button during Player Phase. Tap it repeatedly until the cursor highlights the unit you want.

Z BUTTON

During combat, press the Z Button to bring up the map menu. During conversations, you can bring up a conversation log when you push it.



HANDY RESET

You can reset the game to the title screen during a chapter fight by pressing B + X and Start/Pause simultaneously. Rebooting the game this way saves you from watching all of the title screens again.

INTRODUCTION

GAME FLOW

Just go with the flow. Though Fire Emblem: Path of Radiance follows a routine flow, chapters will play out slightly differently due to particular events.

CHOOSE YOUR DIFFICULTY

When you start a new game, you must choose from three difficulty levels. The selection you make determines how challenging your battles will be. Newcomers to the Fire Emblem series will likely want to go the beginner route, whereas veteran FE players and hard-core turn-based-strategy aficionados will probably want a more involved fight. We've listed the differences between the difficulty levels below to help you make up your mind.

EASY MODE

As the name suggests, Easy mode is the easiest difficulty setting. Players who work through the story in this mode will fight against easier opponents and be provided with lots of helpful advice to familiarize themselves with the game mechanics.



NORMAL MODE

Normal mode is the standard difficulty setting. Each chapter walk-through in this guide details the number of enemies you'll face while playing in this mode and in Difficult mode. If you've already beaten the game on Easy mode, Normal mode is the next level of challenge.



DIFFICULT MODE

Also known as "Geez, This Is Impossible mode," Difficult mode presents the biggest challenge. You fight against a greater number of stronger enemies here. Newbies beware—unless you're seeking punishment, beat Normal mode before you attempt Difficult mode.



CHAPTER PARTS

Each of the game's 29 chapters is segmented into three parts in which you'll be treated to captivating dialogue, gorgeous cinematics, resource planning, combat and more. The flow chart below gives the details of each part.

CHAPTER PROLOGUE



Every chapter begins with the story. The scene you'll see varies depending on several factors from the previous chapter: which party members you kept alive, which characters you spoke with or recruited, etc. See page 160 for more details. You'll witness some subtle foreshadowing early on, so don't skip the cinematics!

PLANNING PHASE

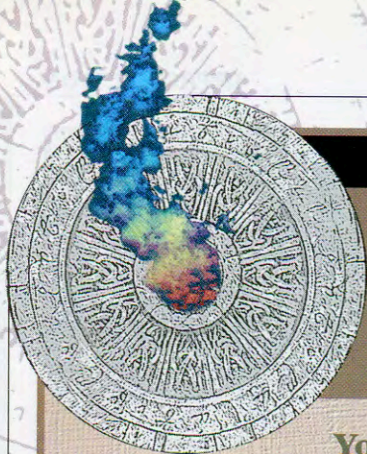


Beginning on Chapter 8, you'll have the opportunity to micro-manage your mercenaries. You can converse with other party members, trade items, award skill points and more. Always check up on your troops before rushing them into battle.

BATTLE



After you've meddled with your party's inventory, it's time to fight. But before you can start slashing, you must choose (and if necessary, reposition) your units. Survey the situation and check out the visible opposition before committing to fight.



INTRODUCTION

UNITS

You have multiple unit types at your disposal, and there are many unit types you can't control. When it's time to engage the enemy, pay attention to your surroundings—you might get some help from a friendly stranger.

UNITS AND THEIR PHASES

The combat in Path of Radiance is turn-based. On the first turn you are allowed to move your units, initiate fights, manage items and more. Once you're finished, other units will make their moves. There are four possible decision points—called phases—each turn. Below is some handy information regarding each phase.



PLAYER PHASE

A light blue ring encircles each of Greil's mercenaries. You can control any of these

characters during the player phase, which ends when you've moved every unit or chosen to end the turn.



ENEMY PHASE

Hostile enemy units are marked in red. The enemy phase typically follows the

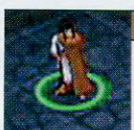
player phase, except when partners or others are present.



PARTNER PHASE

You can't directly control a partner's actions, but you can offer guidance on

how you'd like a partner to act. When a partner vanquishes an enemy, you don't gain any EXP, though you will have one foe fewer to worry about.



OTHER PHASE

You'll come across some characters in need of rescuing during the game's

lengthy story. Protect, heal or deliver them from evil to gain a friend.

NO ONE LIVES FOREVER

Death in Tellius is permanent (sort of). When you lose a unit in combat, the effects are costly (especially if you've spent hours leveling up the victim). When a fellow mercenary takes the dirt nap, you'll be forced to listen to his death rattle. Some characters will cling to life and resurface during exchanges of dialogue, but they will no longer be able to fight.



The game will end if Ike dies, but you can still continue the game after losing any other character. You have the option of restarting a chapter if you want to turn back time.

RECRUIT MEMBERS

Ike starts the game with a limited number of associates, but as time passes and you fight more battles, his ally roster can expand greatly. Not every person you meet is pivotal to ultimate success, though some will prove their worth on more than one occasion. You can recruit new members in the three ways detailed below.

AUTOMATIC RECRUITMENT

Especially in the beginning, Ike's forces will expand automatically. With each battle you fight, different members of Greil's mercenary outfit will tag along. You do not have to do anything in particular to recruit them.



BATTLEFIELD RECRUITMENT

In many instances you'll spot a stranger (or enemy) on the battlefield. Usually a simple conversation with a certain party member is all it takes to convince certain characters to join forces with you. Consult the chapter walk-throughs for information pertaining to specific scenarios.



OTHER RECRUITMENT

The people in the game are opportunists, just like people in real life. Some will offer assistance—for a price. You can hire individuals (such as Thieves) in some cases to speed up gameplay. Any time you see a character with a unique name (something other than Soldier or Mage) there's a good chance you can talk to him. Ike won't always be the one to do the recruiting, so refer to the chapter walk-throughs for specific details.



INTRODUCTION

STATUS

A healthy unit is a powerful unit. Check the status of each party member in the status screen anytime during a chapter's player phase. Highlight a character and press the Y Button to access his information.

DATA: PAGE 1

The moment you pull up a unit's status screen you are presented with strange abbreviations, icons and numeric values, but don't let that discourage you from tapping into this wellspring of information. Each bit of data is broken down and defined here.



CLASS The selected character's class is listed below his name.

LV A character's level (LV) can range from 1-20.

EX Units gain a level each time they accrue 100 EX.

HP HP is a unit's health. The unit perishes when this number falls to zero.

MV This value denotes the units movement (Mv) range on normal terrain.

WT A unit's weight (Wt) affects its ability to rescue or shove another unit.

TRV This field displays the name of the character you are carrying.

CD When a unit is affected by a condition such as Sleep, it is shown.

ARROW A red or green arrow in the background shows biorhythm orientation.

STR This value affects the damage the unit can inflict with weapons.

MAG This value determines the amount of damage a magic attack will cause.

SKILL The higher the number, the greater the unit's chance of hitting a foe.

SP A unit's speed (Sp) determines how many times it can strike.

LCK Luck affects many different stats, including the ability to avoid criticals.

DEF Defense is the unit's ability to defend against attacks.

RES The higher a unit's resistance, the less damage he'll take from magic.

ATK Attack is the amount of damage that the selected weapon causes.

HIT HIT determines the probability that an attack will hit a foe.

AVO The avoid (AVO) value is a unit's ability to avoid enemy attacks.

CRIT A high critical number increases the chance of a triple-damage hit.

DDG Dodge affects the unit's ability to avoid enemy critical attacks.

RNG Range determines the unit's attack range in terms of grid units.

SP A weapon's special damage effect is listed here.

ITEM Held items are shown on the right side of the screen.

EFFECT Effect lists the enemy type that will suffer bonus damage from the equipped weapon.

DATA: PAGE 2

You can access the second page of a unit's data by tilting the Control Stick to the right. The main character data remains in the same place at the top of the screen, and the bottom portion displays details about a unit's build, race, skills and more.



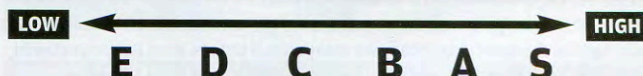
BUILD A unit's body size, or build, factors into its weight.

TYPE This field lists a character's race (Beorc or Laguz).

SKILL A unit's learned skills are displayed here.

CAPACITY The chart shows a character's progress in learning a particular skill.

WEAPON LEVEL The higher a unit's weapon level, the more weapons of that type the unit can use.



TRANSFORM GAUGE Laguz transform into their animal alter-egos when this gauge fills to capacity.

DATA: PAGE 3

Access the final page of unit data by pushing the Control Stick to the right while you're viewing page 2. Here you'll view subtle details about a unit's affinity with others, plus bonuses, orders and biorhythm data.

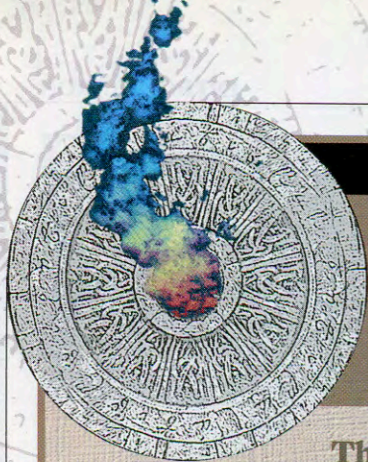


ATTRIBUTE Determines the unit's compatibility with others.

BIORHYTHM When the marker is high, the unit performs better in battle.

ORDER Ike's general orders (if any were given) are listed here.

BONUS This lists support bonuses.



INTRODUCTION

CLASSES

The story of Ike and his band of mercenaries touches upon heavy themes. Racism lies at the heart of the conflict in Tellius. Longstanding tension between Beorc humans and Laguz beasts has exploded into war.

BEORC

The Beorc (humans) are bipedal creatures. They must wield weapons to combat opponents. Their size and body type determine which fighting style and weapon they specialize in. Beorc start out inexperienced and must hone their craft on the fields of battle to gain experience. Beorc can mount and ride creatures such as horses and Pegasus to increase their fighting range and mobility.



Human Beorc must learn to wield their weapons. You can view a unit's Weapon Level on page 2 of the stats screen.

LAGUZ

At first glance, Laguz appear similar to Beorc, but looks are deceiving. During a battle, Laguz feed off the energy of warfare. As time passes they build up the power to transform into wild fighting creatures. Laguz can take many animal shapes, from ferocious clawed beasts to giant flying birds. Their effectiveness in combat is legendary, though they cannot fight or retaliate while they're in human form.



Since Laguz wield no weapons, they must build up energy to change into their animal forms. The Transform gauge in the lower-left corner of the screen charts a unit's transformation power.



When the Transform gauge is full, Laguz shape-shift into feral fighting units.

BASIC AND MASTER CLASSES

Most of the recruitable characters that you encounter in the story start off as basic units. Units gain EX every time they vanquish an enemy, dodge an attack or cast a spell. Each time a unit's EX reaches 100, the unit will gain a level. All basic characters range from level 1 to level 21. After they peak at level 21, they graduate to the master version of the class, and their level resets at 1 (though a master class's level 1 is more powerful than a basic class's level 21). Units belonging to a master class are more powerful than their basic-class brethren, so it pays to develop a unit by sending it into combat routinely. When certain classes change to their master class, you'll be able to select a new weapon to equip. Additionally, all master classes gain access to special skills that they can obtain via Occult Scrolls. Some character classes are exclusively master class, and others are exclusively basic class. For more details on the system, consult pages 144-147.

CLASS CHANGES

	RANGER	→		LORD
	MYRMIDON	→		SWORDMASTER
	SOLDIER	→		HALBERDIER
	FIGHTER	→		WARRIOR
	SWORD KNIGHT	→		PALADIN
	LANCE KNIGHT	→		PALADIN
	AXE KNIGHT	→		PALADIN
	BOW KNIGHT	→		PALADIN
	KNIGHT	→		GENERAL
	ARCHER	→		SNIPER
	PEGASUS KNIGHT	→		FALCON KNIGHT
	WYVERN RIDER	→		WYVERN LORD
	MAGE	→		SAGE
	PRIEST	→		BISHOP
	CLERIC	→		VALKYRIE

INTRODUCTION

SKILLS

The units in Fire Emblem are specialists—they excel in particular skills that make them perfect for certain jobs. Some skills are inherent, but others must be taught through the use of sacred scrolls.

NATIVE SKILLS



Some characters, like the Bow Knight Astrid, have an inherent skill. Paragon, for instance, permanently doubles EX earned following a scuffle. Characters that possess a native skill exercise it under set conditions. See page 158 for more details.

LEARNED SKILLS



You can acquire skills in numerous ways—find them in chests, retrieve them from an enemy's clutches or buy them from a merchant. Units can learn new skills that boost their combat effectiveness, raise their stats and more.

CLASS SKILLS



Some skills are class-specific. Thieves like Volke and Sothe have the innate ability to steal from nearby enemies. Class skills are exclusive to the related members of that class, and cannot be learned.

OCCULT SCROLLS

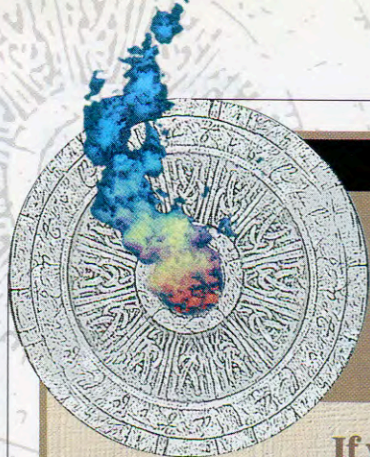
After a unit transitions into its master class, it will have the ability to equip a "hidden skill" by using an Occult Scroll. The Occult Scroll can be used on any of the master-class units listed in the Hidden Skills chart below. Once you possess an Occult Scroll, enter the Manage menu while you're organizing your party at the base. Select a master-class character and assign the new hidden skill that's available. For more details on each skill, consult page 158. You can also bring up the onscreen help while you're in the Manage menu for a quick synopsis of the available skill.



Employ Ike vigilantly in battle after battle. Eventually he'll outgrow his basic Ranger class and change into a Lord. When he's a master-class unit, you can give him the Aether skill, which allows him to attack twice, by using the Occult Scroll.

HIDDEN SKILLS

CLASSES	SKILL
Lord	Aether
Swordmaster	Astra
General, Halberdier	Luna
Paladin, Valkyrie	Sol
Sage, Bishop	Flare
Sniper	Deadeye
Assassin	Lethality
Warrior, Berserker	Colossus
Falcon Knight, Wyvern Lord, Princess Crimea	Stun
Beast Tribe	Roar
Bird Tribe	Cancel



INTRODUCTION

TRAINING MEMBERS

If you don't train your party members, they'll soon become useless. One of the keys to victory is to groom your units into fierce fighting machines. Read about the many paths to mastery here.

LEVELING UP

When a basic-class character fights or engages in combat-related activities, he will earn experience points (EX). For every 100 EX the character earns, he will gain one level until he reaches 21. At level 21, the unit will graduate to the master version of the class if one exists.



Depending on your unit's class (Ranger, Mage, Lance Knight, etc.) certain stats will receive a boost each time the unit levels up. There is a certain amount of randomness regarding which stats will get boosted, although some are likely to grow at a faster rate. (See pages 148-152 for details.)

CLASS CHANGE

Most basic character classes have a master class associated with them, and it can be reached in one of two ways. After a basic character ascends to level 21, it will graduate to master class. A class change can also be forced using items.



Basic-class units gain levels by earning EX. They will reach the top of their class at the 21st level, then graduate to the master class with boosted stats, though their level will reset to 1.



You can force a basic-class character over level 10 into its master class by using the Master Seal.

ENHANCE YOURSELF

Just as a bodybuilder consumes supplements, you can enhance a unit's stats using stat-boosting items. Single-use items like the Seraph Robe, once harnessed, will increase a character's HP capacity permanently (unlike multiuse objects like Vulneraries, which heal but don't affect a stat's maximum value).



Stat-enhancing items are used up the moment they are applied to a character, but the effects are permanent.

POWER-UP ITEMS

ITEM	EFFECT
Seraph Robe	HP +7
Energy Drop	Strength +2
Spirit Dust	Magic +2
Secret Book	Skill +2
Speedwing	Speed +2
Ashera Icon	Luck +2
Dracoshield	Defense +2
Talisman	Resistance +2
Boots	Movement +2
Statue Frag	Build +2

WEAPON LEVEL

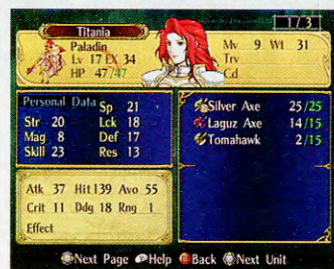
In addition to a character's ability to increase specific stats and overall levels, units can also learn to wield more-impressive weapons. Page 2 of the character-stats screen lists the selected unit's current weapon level. The higher the weapon level a character reaches, the greater variety of arms it can use.



As a character gains EX through fighting with a particular weapon, its combat effectiveness will improve and its weapon level will increase.

TRAINING TECHNIQUES

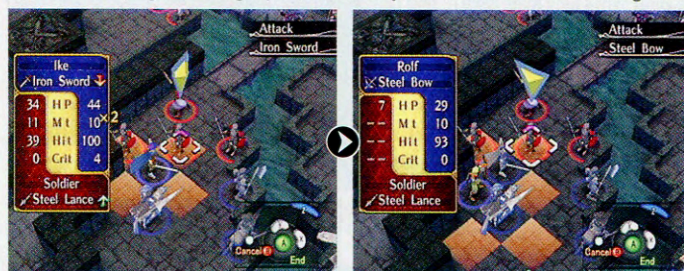
Although certain characters can arm themselves with multiple weapon types, they usually specialize in a particular one. Check a character's current weapon level on page 2 of the character-stats screen, then equip the unit with the strongest weapon he can use. A character will have a better chance of mastering a weapon type that he's comfortable with.



Employ units in the roles for which they are intended—they'll master their weapons faster.

FINISHING BLOW

New units are rarely powerful. If sent out alone, they'll certainly be destroyed. The only way to nurture a unit is through combat. Rather than letting your weaker characters get pummeled in fights, let stronger units deal the harshest blows to an enemy. When your opponent is limping and reeling in pain, send in the junior units to strike the finishing blow.



Send your big guns after the higher-level enemies, then march your inexperienced fighters into the fray to finish the job and net some EX.

BASH THE BOSS



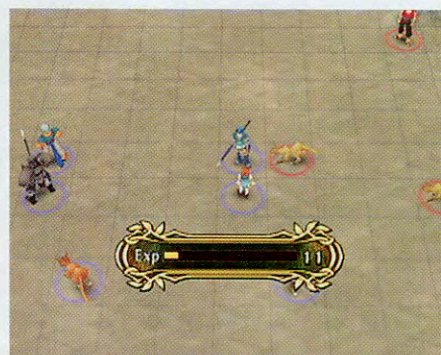
Early in the game, most chapter bosses are far more experienced than Ike. Even so, it makes sense to let weaker characters get in a cheap shot now and again. Make sure your low-level units are healthy, then send them in for a round. If they take a beating, have another unit rescue them or shove them out of harm's way.

BONUS EXPERIENCE



You can earn bonus EX at the end of a chapter by completing it quickly. Efficiency is the key to earning bonus points, so plan your moves and don't waste your turns. In addition, some chapters have specific objectives that can earn you bonus EX.

STAFF EX



Weapons aren't the only tools that earn your characters EX. Units that can harness the power of staffs gain points for casting healing spells or inflicting enemies with crippling conditions.

STAFFS

STAFF	LEVEL	EX GAINED
Ashera Staff	S	100
Fortify Staff	A	60
Hammerne	C	40
Heal Staff	E	11
Mend Staff	D	12
Physic Staff	C	22
Recover Staff	B	17
Rescue Staff	B	40
Restore Staff	C	20
Silence Staff	B	30
Sleep Staff	B	35
Torch Staff	D	15
Ward Staff	C	40

DOUBLE VISION

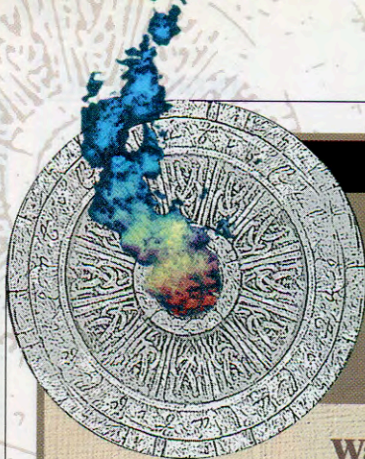
Fire Emblem is a turn-based game, meaning that you—the player—plan and execute your strategy on the battlefield before your opponent. After the player phase is complete, the next group (enemy, friend or neutral) is allowed to complete its move. In some instances you can allow up to four units to move twice per turn using Reyson's Chant ability.



Reyson's Chant works only on adjacent units. Arrange nearby characters in a cross formation around Reyson.



Once your units are in position, select Reyson and activate Chant from the action menu. All four units surrounding him will have the option to move again in the current player phase.



INTRODUCTION

BATTLE FLOW

War is hectic, but in the Fire Emblem universe there is an order to the chaos. Every battle you engage in has a distinct flow that dictates which player is taking a turn, what actions can be taken and when you can declare victory.

BATTLE STEPS

Every chapter has a specific flow (see page 7 for game-flow information). Similarly, the battles you fight follow a set routine. The dance of war involves many steps; we've broken down each one and described what happens at each point.

BATTLE INTRODUCTION

You are treated to some character dialogue before your combat boots touch the weathered countryside soil. Pay attention to the story; you'll learn useful hints about an enemy before you confront him.

START THE BATTLE

PLAYER PHASE

During the player phase, you can move your units, use items and engage in combat. The player phase ends when all your units have moved or you've selected End from the action menu.

ENEMY PHASE

After you finish the player phase, it's your enemy's turn. Your opponent will likely move a small portion of its units and end the turn once its troops are repositioned.

COMPLETE A BATTLE OBJECTIVE

YES

Press the Start Button then the A Button to view the current battle objectives and conditions. Once you've completed the main objective, the battle will end.

NO

END THE BATTLE

FRIEND PHASE

OTHER PHASE

Other units on the battlefield that aren't under your control move during the other phase. Sit back and watch the action unfold.

BATTLE MENU

You have the opportunity to manage your party after you leave home base but before you begin warfare. Press the Y Button to open a help window. Use the Control Stick to scroll through the options, and press the A Button to enter a sub-menu. Each action is described below.



CHOOSE UNITS

You can select which units you want to take with you onto the battlefield in the Choose Units menu.

REPOSITION

Sometimes you'll want to alter the starting positions of your characters. You can do so in the Reposition section.

VIEW MAP

Preview the battlefield before committing your troop selections in the View Map menu.

ITEMS

Be sure to equip your party members with enough weapons and healing items from the Items screen before combat.

GO BACK

Select Go Back to return to base. Once there, you can award EX and skills and manage your units further.

CONDITION

View the victory conditions and enemy positions here.

OPTIONS

Adjust the game options from the Options menu.

SAVE

Select Save to store your current game progress.

FIGHT

Once you select Fight, you'll be asked if you want to exit the menu and begin fighting. Select Yes to begin combat.

INTRODUCTION

BATTLE MAP MENU SCREENS

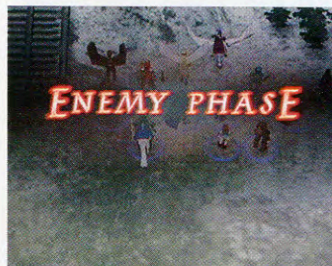
There is a wealth of information at your fingertips—you just need to know where to look. After you commit your units to fight the current skirmish, you can monitor and manage the situation via the Battle Map menus.

UNIT



Once your party is placed on the battlefield, you have the option to examine every unit individually. It's easier to view all of your unit stats at once from the Unit menu. Press the Z Button to bring up the Battlefield menu and select Unit to view all of your active units at a glance. Tilting the Control Stick left or right will display more stats, such as weapon levels, skills and equipment.

END



After you're satisfied with your actions, select End to complete the player phase. You won't use this feature on every battle turn, but it comes in handy now and again.

GUIDE



You can view explanations of game rules, combat maneuvers and more on the Guide menu. You can replay tutorials you've watched previously to refresh your memory and reorder the list of unlocked tutorials for easy searching.

OPTIONS



Tweak the game settings via the Options menu. Here you can activate combat animations, change the speed of text printing, adjust grid lines and more.

SUSPEND



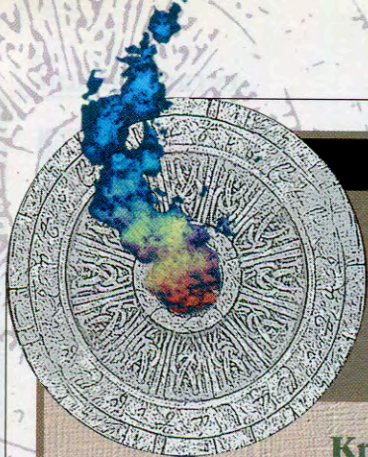
Select Suspend to save your progress in a chapter. When you're ready to resume the fight, simply choose Resume Chapter from the list of save files to pick up the game where you left off. You can load your suspended game only once, though, so if you reset or lose a fight, you will have to start the chapter from the beginning.

CHECK BATTLE CONDITIONS

Push the Start/Pause button while viewing the battlefield map to bring up the Battlefield Conditions screen. There you can see the position of all known units (friendly and hostile), read troop strength at a glance and get intel on the commanders and victory terms.



Always check out the data on the Battlefield Conditions menu. You can make more-informed decisions while viewing the situation from a global perspective.



INTRODUCTION

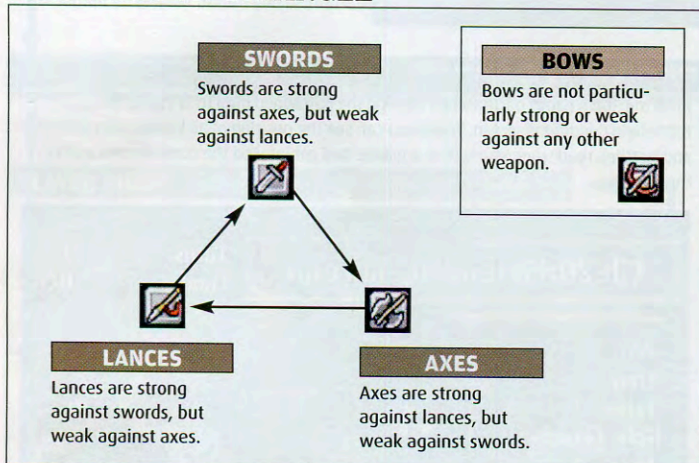
BATTLE SYSTEM

Know the battle system. Newcomers to Fire Emblem might be inclined to strongarm their way through each fight, simply trading weak blows with an opponent until one falls. But if you fight wisely, you'll come out a winner every time.

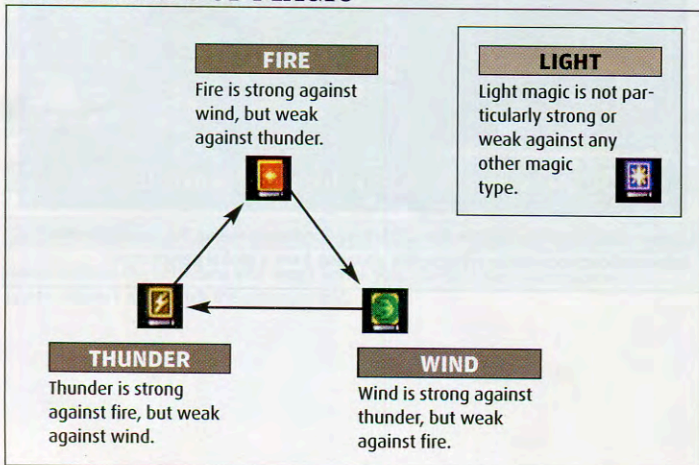
KNOW YOUR ARSENAL

The weapon and magic triangles in Fire Emblem are not unlike the classic game of rock-paper-scissors. Almost everything you wield is stronger, weaker, or equal in effectiveness against a particular enemy. Survey the immediate area and collect valuable intelligence on enemy units before sending your own into a clash. The following sections detail the weapon and magic relationships you'll encounter in the heat of the fight.

THE WEAPON TRIANGLE



THE TRINITY OF MAGIC



UNIT DATA WINDOW

Atk	37	Hit	151	Avo	62
Crit	24	Ddg	15	Rng	1-2
Effect	Dragon				

Page 1 of the character stats screen (accessed by pressing the Y Button while the cursor is over a unit) displays pertinent combat information in the lower-left corner. Here we detail each bit of data.

ATTACK

This value is the amount of damage the equipped weapon causes.

DODGE

The higher your Dodge stat, the more likely you are to dodge an enemy's critical hit.

HIT

Every attack launched against an opponent has a chance of succeeding or failing.

RANGE

Range denotes the specified weapon's attack range in grid units.

AVOID

A unit's ability to avoid an enemy assault is listed here.

EFFECT

Certain attacks are very effective against certain units, and will deal extraordinary damage.

CRITICAL

The Critical stat determines a unit's ability to land a hit that deals triple damage.

VALUABLE COMBAT INFORMATION

Ike			
Iron Sword			
34	HP	44	
11	MI	10%	
39	Hit	100	
0	Crit	4	
Soldier			
Steel Lance			

Once a unit is within striking range of an opponent, you'll have the option to attack. Should you choose to engage a foe, you must select which weapon you want to attack with. After you make your choice you can see the combat details on the left side of the screen. Do not rush into battle without first checking the data.

HIT

The numbers show each character's chance of landing a hit.

WEAPON RELATIONSHIP

Each unit's selected weapon will display here, along with color-coded arrows that signify which is more powerful.

CRITICAL

The higher the Critical number, the greater chance a unit has of dealing a blow that causes damage equal to three times the attacker's MT number.

HP

The HP value of both units is presented side by side.

MT

A unit's Might determines how much damage its attack can inflict.

ATTACK RANGE



Units can engage an opponent from a set distance. Generally, swordfighters can attack only foes directly next to them, whereas Archers can strike from greater distances and powerful magic-users can hit from distances beyond that. You can view a unit's range by selecting the character while on the battlefield.

CRITICAL HIT

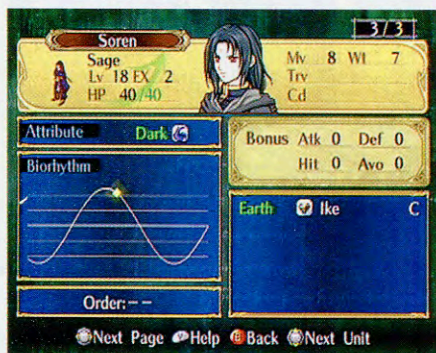


Critical hits, though infrequent, can destroy an enemy in one blow. Certain character/weapon combinations carry the advantage of a higher critical-hit percentage.



Units can develop relationships with each other by fighting together and engaging in conversations. Furthermore, when multiple units attack the same enemy, the chance of landing a critical hit goes up.

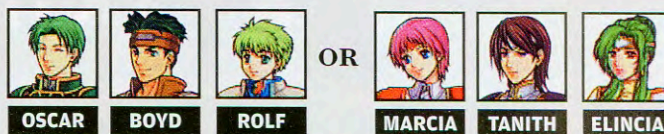
BIORHYTHM



The third page of the character-stats screen shows the trend of that unit's natural biorhythm. When the glowing marker is high above the center line, the unit performs better. Conversely, when the marker falls below center, the unit's performance suffers.

TRIANGLE ATTACK

The Triangle Attack is a deadly tag-team assault in which three of your units join forces against a single enemy. Before you leave the base in Chapter 13, check the Info screen and strike up the "3 Brothers" conversation. As you progress through each chapter, be sure to level up Oscar and Boyd until they change to their master class. Give Oscar the ability to wield bows. While you're at the base at the start of Chapter 19, strike up the "3 Brothers" conversation again.



When you finally unlock the secret of the Triangle Attack, surround your enemy with a trio of select units and watch the battle play out.

SUPPORT



Characters have the ability to build special relationships during Ike's quest. Enter the Support screen while you're at the base to view conversation options. Develop your relationships wisely; each one will result in different support bonuses. Refer to page 153 for more details about support.

SPECIAL EFFECT



Certain powerful weapons and attacks can afflict opponents with a damaging condition. The Items section starting on page 155 in the Appendices lists each weapon and item available in the game, and what it can do.

UNITS AND THEIR WEAKNESSES

UNITS	WEAPONS
Axe Knight, Bow Knight, Lance Knight, Paladin, Sword Knight	Regal Sword, Longsword, Knight Killer, Poleax
Knight, General	Regal Sword, Armorslayer, Heavy Spear, Hammer, Stiletto
Pegasus Knight, Falcon Knight, Wyvern Rider, Wyvern Lord, Princess Crimea	Wind Magic, Bows, Ballista, Sonic Sword
Beast Tribe	Fire Magic, Flame Lance, Laguzlayer, Laguz Lance, Laguz Axe, Laguz Bow
Bird Tribe	Laguzlayer, Laguz Lance, Laguz Axe, Laguz Bow, Wind Magic, Bows, Ballista, Sonic Sword
Dragon	Thunder Magic, Bolt Axe, Laguzlayer, Laguz Lance, Laguz Axe, Laguz Bow

INTRODUCTION

TERRAIN AND ENVIRONMENTS

Different units travel at different speeds. Coordinating an assault with your entire party can be a tricky affair, especially since there are some stragglers in your midst. Find out how the terrain and environment affect your mobility.

TERRAIN EFFECTS

Units that move on land (walking and mounted types) have a set range that they can travel under normal conditions. Rough patches of terrain like swampland and sand will slow them down. But terrain also has an effect on combat. To view how a particular grid square will affect your fighting, move the cursor over the space in question (such as a thicket of bushes). The Avoid, Defense and Magic information will display at the top left of the screen.



Before you move a unit in to attack, survey your vantage options in the surrounding area. If a particular grid space boosts your defensive ratings, use it to your advantage.

FLYING

Flying units are virtually unrestricted when it comes to navigating a battlefield. They can soar high above the trees, mountaintops and houses, and cover great distances in a single move. This advantage is very handy in situations where you must blaze a path to an objective in the shortest amount of time possible to defeat a boss or Ballista operator.



Utilize your winged units to their full capacity and send them ahead to pick off ground-dwellers. Beware of Archers, though.

CALCULATING RANGE

The chart below details how units are affected by various terrain. The numbers on the chart indicate the terrain penalty a unit will receive. To calculate a unit's range on a given terrain, divide the unit's Movement by its terrain penalty. Always round down. For example, if a Knight's movement is 7 squares, in the desert he can move only 2 squares ($7/3=2.33$; round down to 2).

	WALKING UNITS ***			MOUNTED UNITS			FLYING UNITS			BEAST TRIBE, DRAGON		
	Knight	General	Mage, Priest	Paladin	Valkyrie	Thief, Assassin	Bandit	Berserker	Cat, Tiger, Lion	Dragon (Changing)		
FLAT LAND *	1	1	1	1	1	1	1	1	1	1		
PEAK, SAND	1	2	2	1	2	2	1	1	1	1		
BUSH, HEAL BUSH	2	2	2	2	3	3	1	2	2	1	2	
DESERT	2	3	3	1	3	4	1	1	1	2	2	1
SWAMP	2	2	3	2	3	4	1	2	2	2	2	2
RIVER, SEA, WATERWAY	-	-	-	-	-	-	1	-	2	-	-	-
FLYING UNIT ONLY **	-	-	-	-	-	-	1	-	-	-	-	-

* Plain, floor, bridge, stair, deck, ruins, snow, pedestal, throne or stronghold

** Roof, tree, fence, article, house, hole, sandbag, cliff, rock or pond

*** Ranger, Lord, Hero, Myrmidon, Swordmaster, Soldier, Halberdier, Fighter, Warrior, Archer or Sniper

MOUNTED UNITS

Units on horseback have the ability to divide their moves. A Paladin, for example, can ride ahead to confront an enemy, fight a round and then retreat to safety—all in one turn. The hit-and-run tactic is very effective in dealing with stronger enemies like bosses, and for softening up a tough miniboss so a weaker companion can finish the job.



After a mounted unit makes a move, use what's left of its movement total to retreat to safety, rescue a teammate or advance upon the enemy line.

HIGH AND LOW



Environmental advantages exist almost anywhere. For instance, the edge of a ship is considered to be two squares. So although the Raven in the screenshot appears to be adjacent to Rolf, the Raven cannot attack.

HEALING PLANTS



Some outdoor locations play host to botanical wonders that can regenerate injured units. When a teammate loses HP in a scuffle, look around the area for a sparkling green bush (called a Healhedee). Park your limping unit on top of the hedge and watch him regain some life with each passing turn.

DOORS CAN'T STOP ME!

Prisons and dungeons are loaded with little nooks and crannies that hide treasure or captive inmates. You can swipe keys from certain opponents (either by eliminating them or by having a Thief steal the goods) to gain access to such areas, or you can bust down doors ninja style! Either way works fine, though you'll get the job done a lot faster (and with zero damage to your weapons) if you take the more civilized approach and use a key.



Use keys to open doors and chests, or throw your muscle around and force your way in. The choice is yours.

SCORING SWAG

There is loads of good stuff just lying around virtually everywhere you go. The trick to scoring swag is to know where to look. Obvious places are treasure chests and local homes, but you can also see what your enemy is toting (and will drop when exterminated) by checking his stats. Inventory items highlighted in green text will fall to the ground once you beat the daylight out of your target, so make sure you go after the rich guys. Be sure to visit the locals before your enemies do, or else there'll be nothing left to take from them.



If a bandit strikes a house before you get there, he'll burn it to ashes. But if you visit the home first, the owner will give you something and lock the house up tight after you leave.

BALLISTAE

You won't encounter Ballistae on many occasions, but when you do, you'd better tread lightly. A Ballista is a large, crossbow-like war machine. It has limited ammunition and cannot move from its position, and it can be operated only by units capable of firing bows. So what's the fuss? When an Archer gets behind the controls of a Ballista he can launch a crippling attack almost anywhere on the map. Check a Ballista's firing range before moving your troops, and make it a priority to eliminate any Archers in the vicinity.



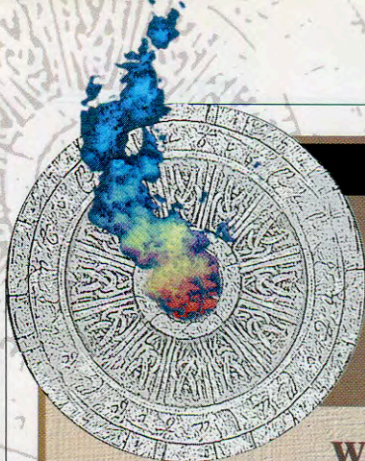
You don't have to fear the Ballista if you know how to use it. Although your enemy will try to take control of one before you do, you can beat him to the punch and turn the fearsome device against your opponent.

FOG & DARKNESS

Advance Wars junkies will immediately recognize the Fog of War, though in Fire Emblem it's simply called fog or darkness. If you play through the chapter quests in Difficult mode, you will sometimes be forced to navigate dingy environments in the dark or under the blanket of fog. Your visibility will be reduced, so it is imperative that you assemble your party properly to fend off an ambush.



Your enemies will conceal their presence in Difficult mode, so you'll need to move your units in unison to avoid getting surrounded and battered.



INTRODUCTION

UNIT COMMAND MENU

When it's time to take up arms, you'll have a lot of decisions to make.
Each character class (and by extension, each unit) you control can perform different actions on the battlefield. Learn about them all here.

UNIT COMMANDS

As soon as you select a unit, you are given a list of options; you can move that unit closer to an enemy or you can press the A Button again to view possible actions. The command menu will vary depending on the unit type you've selected, its position on the map relative to other friendly and hostile units, and other criteria.



Different units behave in different manners, so it's natural that they'd have different actions available to them in a given situation. When moving a character, check the list of available actions before you commit to one.

ATTACK

When your selected unit is within striking distance of an opponent, you will have the option to initiate an attack against the enemy.

STAFF

When a unit can use a staff (to heal or otherwise) this option will appear onscreen.

SHOVE

You can shove lighter units aside to push them to safety or simply to get them out of your way. See the following page for more details.

RESCUE

Injured units in danger of dying can be rescued by teammates of greater weight. Mounted and winged units are especially effective rescuers.

DROP

A unit carrying another comrade can drop its injured payload back on the field when an empty space is adjacent.

PASS

Units carrying a rescued unit can pass the passenger to another unit.

ITEM

You can use, equip or drop items by selecting this command.

TRADE

Swap items with friendly units by pulling up alongside one and selecting Trade from the menu.

WAIT

Selecting Wait from the command menu will end your unit's turn.

TALK

Talk will appear in your list of choices any time you can speak with a nearby unit, be it friendly or hostile. See the following page for more detail.

VISIT

This option will appear once you reach a local's doorstep. By visiting the home's owner, you will engage in conversation and receive an item, and the home will be secured from bandits.

CHEST

Treasure chests can be opened if the unit possesses the Chest Key. If a Thief is the selected unit, he can pick the lock.

DOOR

You can open a door with this command if you possess the Door Key, or if you are a Thief.

BREAK

Units not in possession of a Door Key will have to bash in a door by using a weapon or magic spell.

ORDER

Ike can issue orders to teammates. The orders include Rally, Halt, Target and Avoid. These orders give guidance to friends that would otherwise go at their own pace. See the following page for more detail.

REINFORCE

When you are given the option to reinforce your party, you can call in backup that will arrive shortly.

SEIZE

When Ike is standing on a contested spot once occupied by a boss, he can seize the spot.

ESCAPE

Ike can issue the order to Escape the map once he reaches the destination specified in the victory terms.

ARRIVE

Arrive is similar to Escape, and is activated once Ike arrives at the preferred destination.

STEAL

Thieves can pluck valuables and weapons from other characters when they get close enough.

CHANT

Reyson is the only character that can use Chant. When this action is selected, nearby friendly units will get another turn to act. See the following page for more detail.

SHOVE

Non-mounted units can shove an adjacent unit out of the way. There are numerous situations in which it makes sense to shove a character on the battlefield. If a weaker teammate is in danger of taking a direct hit, a friendly push is all it takes to relocate him. Neutral characters can be shoved if they're blocking your progress through the environment. Enemies can be shoved to push them away from your weaker allies as well.



If your Weight is close to an endangered unit's, you can push that unit out of the way, or you can nudge a slow character to push him farther than he'd normally move.

IKE'S ORDERS

Ike can issue general combat orders to friendly units. From the command menu, select Order to view the available options. Rally gathers allied units around Ike, while Halt cancels an active order. Target will move units to a specified area, and Avoid will instruct them to steer clear of trouble.



TALKING TO A CHARACTER



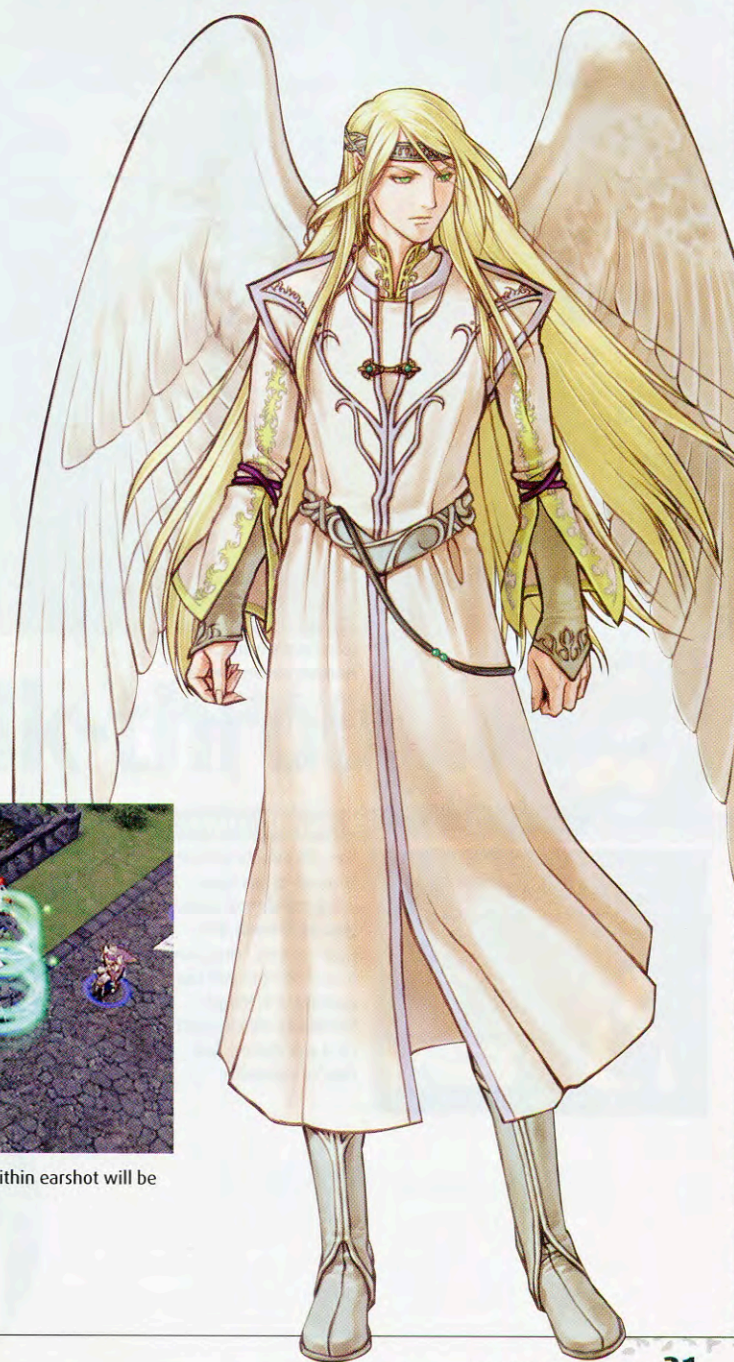
You can order units to speak to each other on the battlefield by moving them onto adjacent squares and selecting Talk from the command menu. Whenever you need to speak with another unit (to recruit someone, for instance) we've mentioned it in the chapter walk-through.

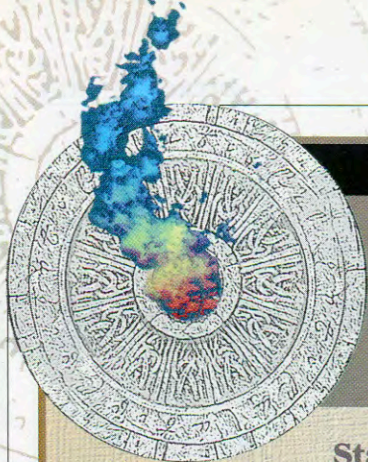
SONG OF POWER

Reyson is useless in a fight—he can't inflict damage on the enemy—so in many ways he's a liability. Despite his weak nature, he is the only unit with the Chant ability, and that makes him very valuable. When Reyson chants, any adjacent allies (up to four in a cross pattern) are given the ability to move again during the current player phase. Chant is an effective power that will double a slow unit's mobility and allow it to attack twice, giving it the chance to earn EX faster.



Surround Reyson with up to four allied units then activate his Chant ability. Each character within earshot will be able to act again.





INTRODUCTION

THE BASE

Starting in Chapter 8, you'll have the ability to manage your troops in the safe confines of your base. While you're recovering from the latest victory, take the time to scour your inventory, award EX and skills to your characters and shop for new items. The relationships you forge while sitting around the campfire will unlock new attacks and stat bonuses during combat.

ITEM MANAGEMENT

You'll rarely have time to sit back and relax, so make the most of these moments. Take time to check your characters' inventories to make sure they are equipped with enough weapons and healing items to complete their battlefield tasks. Enter the Outfit to trade, purchase, sell or forge whatever you need.



What good is a bow if your unit can't fire it? Sometimes you'll acquire implements that your fellow mercenaries could use. Trade with them at the base.



If you're running low on Vulneraries or a particular weapon, peruse the merchant's wares. Nothing comes free, so don't squander what little cash you've got.



You can forge a special weapon of any type using merchants. First, you must select the type—sword, lance, bow or axe—before you can customize it. Magic tomes can also be crafted if you choose, but they're expensive.

SUPPORT



Though you might be tempted to camp out indefinitely, you've got a lot of work to do. When you pair the right party members at the base for repeated chats, you'll unlock interesting battle tactics and other stat-boosting scenarios. Plan carefully, though. You have a limited number of allowed conversations—consult page 160 to see all the possible outcomes.

INFORMATION



Periodically you'll have the chance to jaw with other party members or locals about your current situation. Each conversation carries a star rating that lets you differentiate the critical talks from the gossip.

SAVE



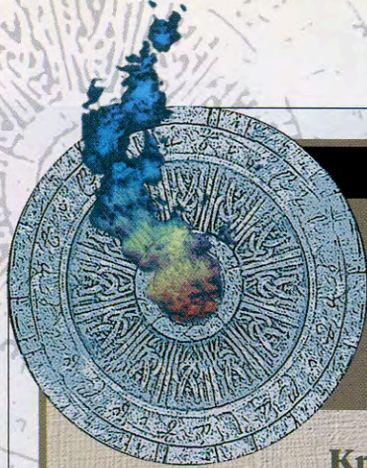
Save your in-game progress via the Save option. When you're ready to take on the world again, simply restart the chapter where you left off.



Walk-through

CHAPTER STRATEGY AND BONUS CONTENT





INTRODUCTION

UNDERSTANDING THE GUIDE

Knowledge is power. The pages of this guide contain a wealth of useful information, organized for your convenience in an easy-to-digest fashion. Familiarize yourself with the layout before venturing into battle.

BATTLEFIELD INFORMATION

The first part of each chapter details every character (including his class and current level) and item you encounter throughout the mission. Items listed in green are dropped by that character once he is felled in combat, and the victor will acquire them automatically. The suggested strategies and situational highlights are also printed here.

PARTY MEMBERS

The blue grid squares on the map denote the starting positions of your party members. Though the starting positions remain constant, you have the ability to select the units of your choice as your party grows.

STARTING ENEMIES

Red numbered circles represent bosses, minibosses and recruitable enemies. Black numbered circles represent other enemies. Both are included on the Starting Enemies tables. Note an enemy's character class, level and items before engaging.

ENEMY REINFORCEMENTS

If you take your time routing enemy forces, they will sometimes call in reinforcements. The white numbered circles show their positions, and they're listed on the Enemy Reinforcements tables as well. Try to eliminate all enemy units before reinforcements arrive, or risk getting overpowered.

PARTNER UNITS

Under the proper conditions, you will run across individuals you can recruit. You must speak with them (or defeat them in battle) using a specific character before they will join your cause.

ALLIES

Characters that are not currently recruitable are marked with green numbered squares. Read the strategy information to learn their significance—you will usually encounter these people more than once.

ZONES

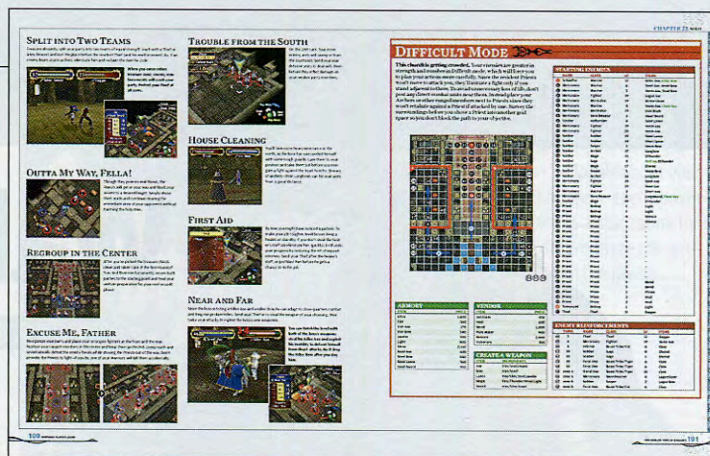
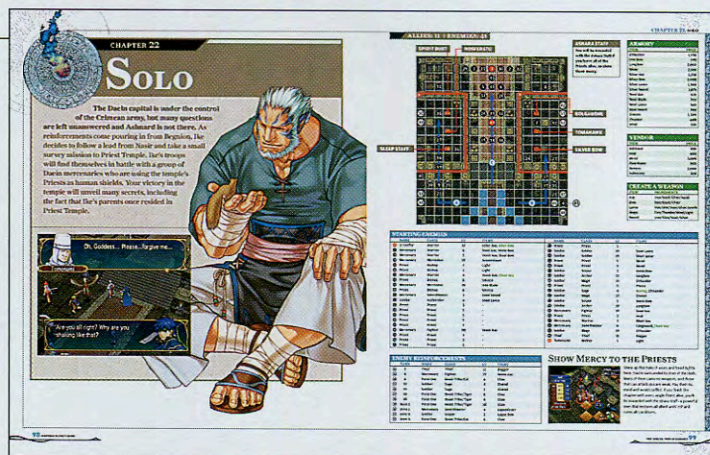
On certain maps, the enemy will call in reinforcements once you step over an invisible boundary line. Take note of these "event-trigger zones" before moving your units through.

MAP CALLOUTS

Areas of strategic significance are flagged with map callouts. Follow the line on the map to the corresponding tip box to read character and item information pertinent to the situation.

STRATEGY INFORMATION

Don't march into battle on an empty stomach—fill up on knowledge. The strategy information is the meat and potatoes of the guide. You'll find juicy bits of enemy intelligence, suggested tactics and important details. Later chapters feature multiple tips accompanied by illustrative screenshots.



DIFFICULT-MODE INFORMATION

Seasoned veterans (and crazy beginners) will find tough challenges in Fire Emblem's Difficult-mode. Each Difficult-mode section includes a complete list of enemy units, along with their items, strategy on tackling the level, and the map locations of each character. If you're new to the game, you should probably save Difficult mode until you've beaten the game on one of the easier skill levels first (unless pain, suffering and agonizing defeat are your ideas of a good time). You've been warned!

PROLOGUE



MERCENARIES

Ike's sparring sessions usually end with him on the ground and his father, Greil, the victor. Today Ike will spar against one of his father's mercenaries, Boyd. If he can defeat Boyd, he'll get one more shot at taking down Greil.

NEW MEMBER

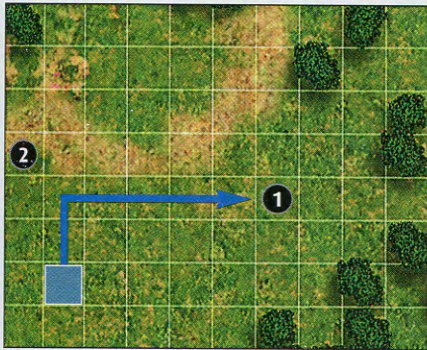


IKE

Ike, the only Ranger in the game, is a well-rounded swordsman. His weapon level is low, but he will gain experience quickly and become a master of his weapon set.



ALLIES: 1 | ENEMIES: 2



STARTING ENEMIES

NAME	CLASS	LV	ITEM
1 Boyd	Fighter	2	Practice Axe
2 Greil	Hero	10	Trainer

DOMESTIC VIOLENCE

Before Ike's father, Greil, will allow him to fight as a professional mercenary, Ike must first prove his worth. Tounce Boyd at the start of the fight; he's an easy opponent. Mist will intervene and supply you with a Vulnerary before your showdown with dear old dad.



Ike takes some heavy damage during his scrap with Boyd. It would be suicidal to challenge Greil without healing first. Use the Vulnerary to restore your health, then challenge your old man. He'll go easy on you despite his superiority.

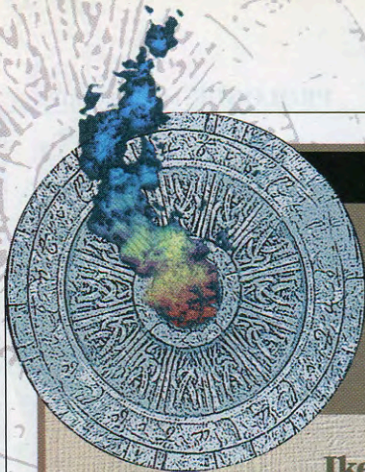
DIFFICULT MODE

Your father believes in corporal punishment, but it's your turn to fight back. Proceed as you would in Normal mode and attack Boyd. He'll yield to your might as he did before, though you'll likely take heavier damage this time. Heal before you approach Greil, then fight. Keep track of your HP during the battle and use the Vulnerary again if you need to boost your health.

STARTING ENEMIES

NAME	CLASS	LV	ITEM
1 Boyd	Fighter	2	Practice Axe
2 Greil	Hero	10	Trainer





CHAPTER 1

THE BATTLE BEGINS

Ike's first job takes place in Caldea, where a group of bandits has taken over the small village. Boyd and Oscar are also assigned to the mission, under the command of Titania. Together, the mercenaries must defeat the bandit leader, Zawana, and take back the village. This mission will serve as a good opportunity for Ike to learn the ropes of mercenary life from his companions.

NEW MEMBERS



OSCAR

Oscar, sibling of Boyd and Rolf, is a level-5 Lance Knight. Being a horse-mounted unit, Oscar has the ability to move additional spaces after he attacks an enemy.



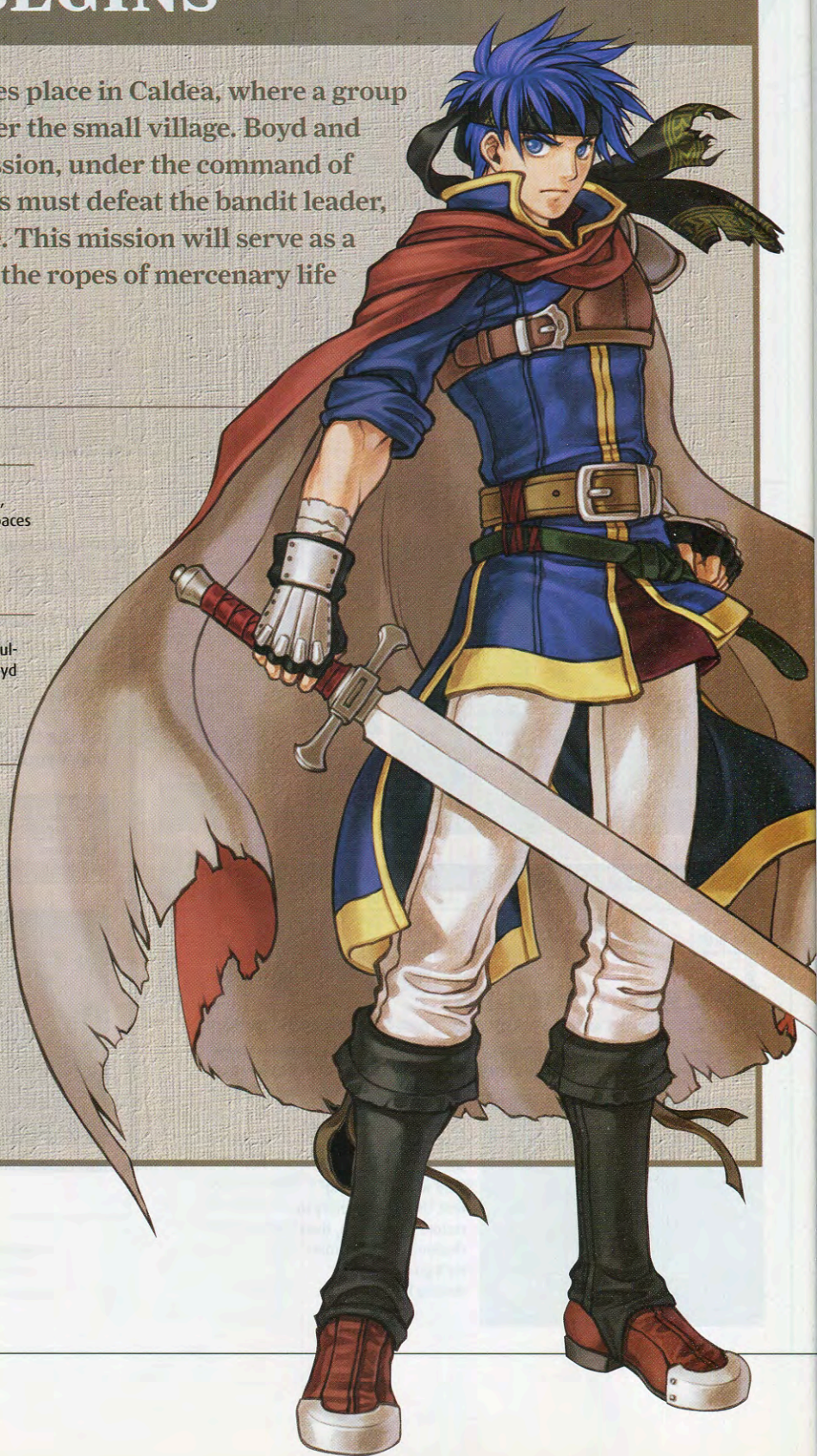
BOYD

Boyd's skill with axes makes him a great attacker, but his low Defense leaves him vulnerable. To avoid counterattacks, equip Boyd with a ranged Hand Axe.



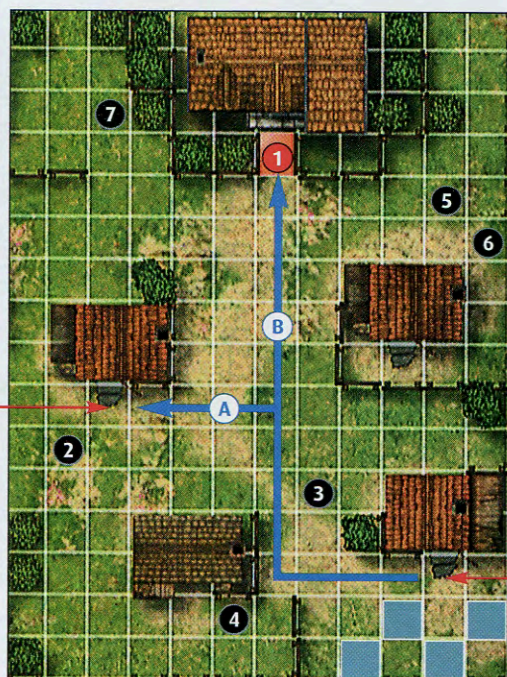
TITANIA

Titania is a level-1 Paladin with unrivaled movement range and the ability to wield two weapon types. Use her sparingly to let others gain experience.



ALLIES: 4 | ENEMIES: 7

SERAPH ROBE



STEEL SWORD

STARTING ENEMIES

NAME	CLASS	LV	ITEM
1 Zawana	Bandit	5	Iron Axe
2 Bandit	Myrmidon	2	Iron Sword
3 Bandit	Fighter	1	Iron Axe
4 Bandit	Fighter	1	Iron Axe
5 Bandit	Myrmidon	2	Iron Sword
6 Bandit	Bandit	1	Iron Axe
7 Bandit	Bandit	2	Iron Axe

HOWDY, NEIGHBOR

Ornery bandits have invaded Caldea. The locals commissioned you and your allies to drive out the flock of thugs—but you must be quick. Titania should visit the open house immediately. She'll receive the Seraph Robe from the woman inside, who will then shut her doors. If you take too long to obtain the robe, the bandits will torch the home.



Most of your enemies are equipped with Iron Axes. Your colleagues revealed the rock-paper-scissors strategy to you in conversation: a sword beats the axe, the axe trumps a lance, and a lance bests a sword. Send your sword-wielding characters after the axemen—you'll do just fine.



DIFFICULT MODE

More bandits means more trouble. Zawana brought with him an extra trio of thugs. Despite the larger enemy force, your tactics are virtually unchanged. Titania's priority is to secure the home before a roving bandit reaches it. Send her to the northwest and park her keister in front of the door. Waste each foe as it approaches. Your remaining units should have little trouble clearing the immediate area. Weaken a bandit using one of your stronger characters, then send Ike in to finish the job so he can gain EX.

STARTING ENEMIES

NAME	CLASS	LV	ITEM
1 Zawana	Bandit	5	Iron Axe
2 Bandit	Fighter	1	Iron Axe
3 Bandit	Bandit	1	Iron Axe
4 Bandit	Fighter	1	Iron Axe
5 Bandit	Myrmidon	2	Iron Sword
6 Bandit	Bandit	3	Iron Axe
7 Bandit	Myrmidon	2	Iron Sword
8 Bandit	Bandit	2	Iron Axe
9 Bandit	Fighter	2	Iron Axe
10 Bandit	Fighter	1	Iron Axe

SERAPH ROBE



STEEL SWORD

CHAPTER 2

RESCUE

The two youngsters of the camp, Mist and Rolf, have been kidnapped by bandits seeking revenge on the mercenaries. While Titania rushes off to gather the rest of the group to join the rescue mission, Ike, Boyd, Oscar and Rhys defy her orders to stay put, and instead attack the bandit stronghold alone. When Titania arrives on the battlefield as a reinforcement, the mercenaries must fight their way through a sea of bandits and rescue the children.

NEW MEMBER

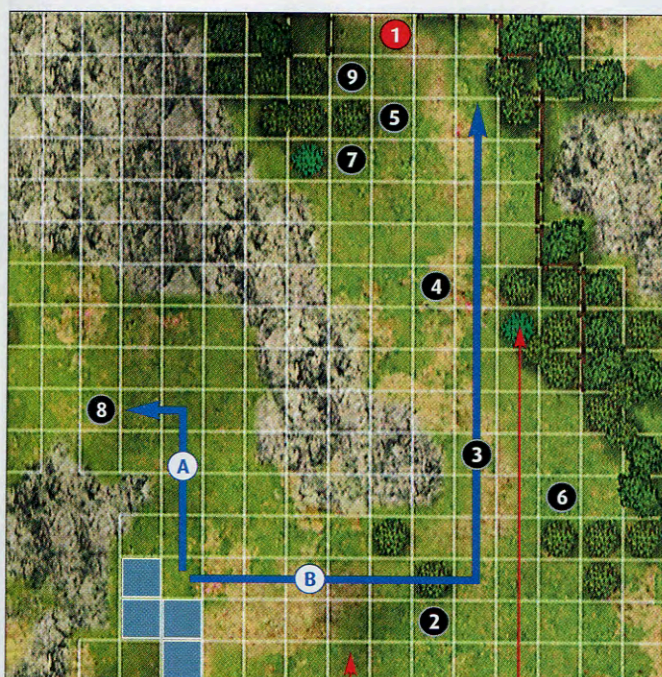


RHYS

The sole staff-wielder of Greil's mercenaries, Rhys serves as the group's healer. He cannot attack, but his ability to mend the wounds of his allies is invaluable to a balanced army.



ALLIES: 4 | ENEMIES: 9

**TITANIA TO THE RESCUE**

After you complete your second turn, Titania will arrive from the south to aid you in the fight.

HEALHEDGE

Plants are therapeutic, but they can also save your life. Have a seat on top of the sparkling bushes to regain some health.

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Ikanau	Bandit	7	Iron Axe, Speedwing
2 Bandit	Fighter	1	Iron Axe
3 Bandit	Myrmidon	2	Iron Sword
4 Bandit	Fighter	2	Iron Axe
5 Bandit	Bandit	2	Iron Axe
6 Bandit	Bandit	2	Iron Axe
7 Bandit	Fighter	2	Steel Axe
8 Bandit	Myrmidon	3	Iron Sword, Vulnerary
9 Bandit	Myrmidon	3	Iron Sword, Vulnerary

PROTECT THE HEALER

Your simple rescue mission suddenly transforms into an ambush as bandit boss Ikanau summons reinforcements. Whisk Rhys to the northwest and shield him from harm while your other units deal with the enemies approaching from the northeast. Titania arrives on the scene just in time—use her axe skill to carve up some bandit hides! Sweep your forces north and remove the remaining foes.



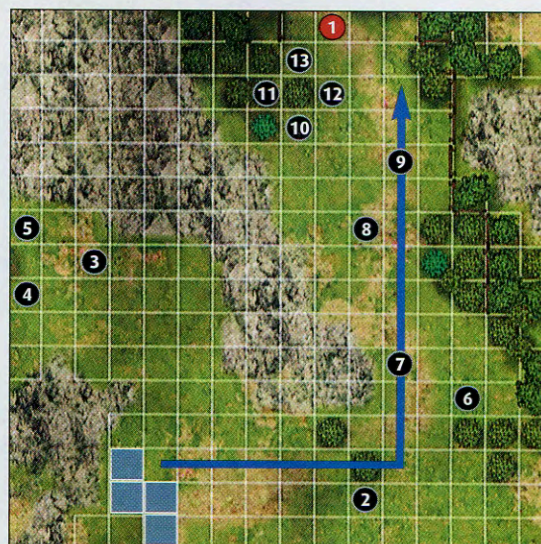
Oscar's trusty lance is superior to an enemy's sword, so send him after bandit 8 at the start of the chapter. When Titania joins your party, move both mounted warriors to the front of the pack to protect your healer in the rear.

**DIFFICULT MODE**

Lure your enemies to an untimely demise. Send Oscar northwest to deal with the cluster of thugs while holding the remainder of your party at the starting point. Heal him when necessary. Ike and Boyd must protect Rhys from harm—your enemies will invade your position from the northeast. Upon Titania's arrival, form a frontline barrier with your units to prevent Ikanau's miscreants from reaching your healer. Eliminate the bandits as they approach. After you've reduced their numbers, advance and waste the stragglers.

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Ikanau	Bandit	7	Iron Axe, Speedwing
2 Bandit	Fighter	1	Iron Axe
3 Bandit	Fighter	2	Iron Axe
4 Bandit	Fighter	1	Iron Axe
5 Bandit	Myrmidon	3	Iron Sword, Vulnerary
6 Bandit	Bandit	2	Iron Axe
7 Bandit	Fighter	1	Iron Axe
8 Bandit	Fighter	2	Iron Axe
9 Bandit	Bandit	3	Iron Axe
10 Bandit	Fighter	2	Steel Axe
11 Bandit	Bandit	3	Iron Axe, Vulnerary
12 Bandit	Bandit	2	Iron Axe
13 Bandit	Myrmidon	3	Iron Sword, Vulnerary



CHAPTER 3

PIRATES AGROUND

Pirates looting a defenseless town are no match for Greil's mercenaries. Ike and his companions, under the leadership of Titania, must engage the plunderers in battle, and save a young Pegasus Knight named Marcia along the way. Most of the mercenaries are content with the jobs at hand, but the townsfolk of Port Talma wonder why a group of soldiers as great as this is not using its talents in the service of the Crimean throne.

NEW MEMBERS



SHINON

Shinon is a seasoned Sniper with the ability to use any bow-type weapon. His skill is unparalleled, but as a bow-wielder, Shinon is more susceptible to direct attacks than some.



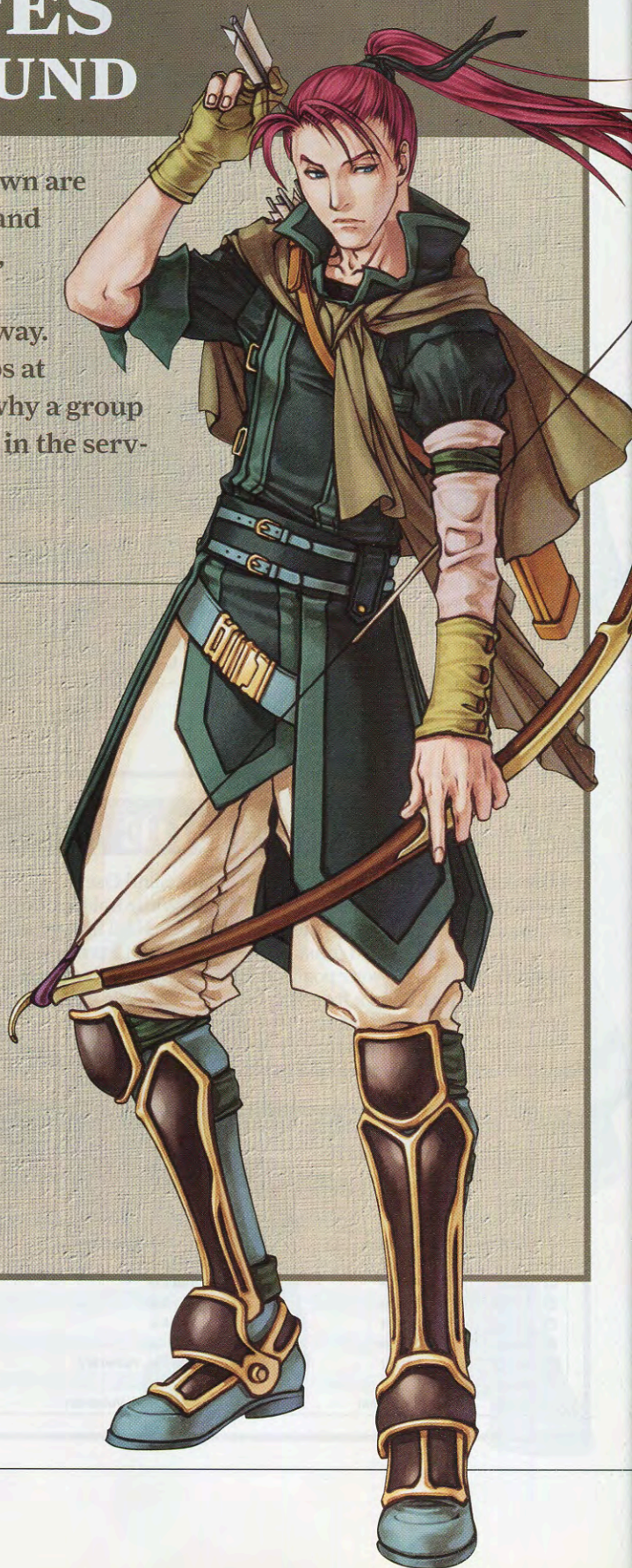
GATRIE

Gatrie will join your party as a lance-wielding Knight, but his true talent lies in his ability to take a beating. Use Gatrie on the front line to block for long-range attackers such as Shinon.

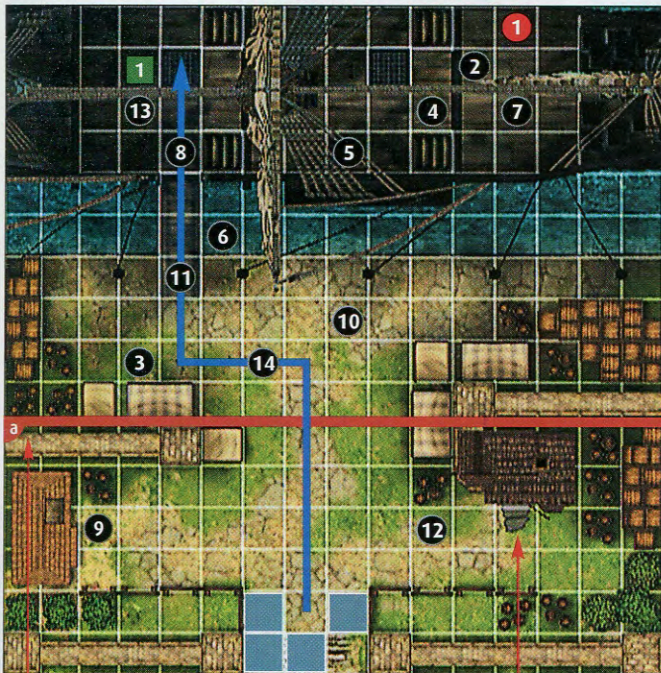


Gatrie

Ho, Deputy Commander! You want standard thunder and lightning maneuvers here?



ALLIES: 4 | ENEMIES: 14

**SOUTH OF THE BORDER**

Once you cross this line, Marcia will appear, which will put her in danger.

ELIXIR**STARTING ENEMIES**

NAME	CLASS	LV	ITEMS
1 Havetti	Bandit	9	Iron Axe
2 Pirate	Bandit	6	Iron Axe
3 Pirate	Archer	2	Iron Bow
4 Pirate	Fighter	2	Hand Axe
5 Pirate	Myrmidon	4	Iron Sword, Vulnerary
6 Pirate	Bandit	4	Iron Axe
7 Pirate	Bandit	5	Hand Axe
8 Pirate	Myrmidon	4	Iron Sword
9 Pirate	Myrmidon	4	Iron Sword
10 Pirate	Bandit	2	Iron Axe
11 Pirate	Bandit	2	Iron Axe, Vulnerary
12 Pirate	Fighter	4	Iron Axe
13 Pirate	Bandit	3	Iron Axe
14 Pirate	Fighter	4	Hand Axe

ALLY

NAME	CLASS	LV	ITEMS
1 Marcia	Pegasus Knight	5	Slim Lance, Vulnerary

A CHANCE ENCOUNTER

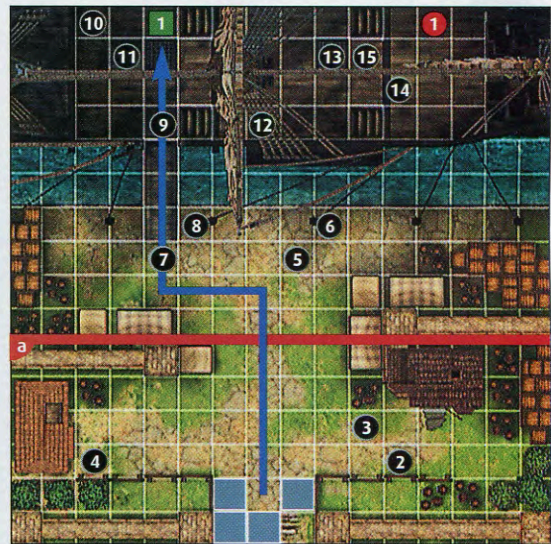
Don't cross into enemy territory before you've eliminated all the mainland pirates; otherwise you'll trigger Marcia's entrance, which will endanger her life. Use Shinon's bow, Gatrie's lance and Titania's axes to weaken larger foes, then send Ike in to finish the job. Once the area's clear, order your units over the blue line. Protect Marcia from attack, but don't waste the boss before Ike gets a chance to speak with Marcia.

DIFFICULT MODE

Hold your horses! Use the same basic strategy for Difficult mode as you would during a game on Normal difficulty. Obliterate all pirates south of the blue line—don't cross over until you've reduced their numbers substantially. Protect Ike at all costs. When you're ready, board the pirate ship and swashbuckle your way to Marcia. Form a barrier with your hardy units while Ike speaks with the Pegasus Knight; otherwise you won't be able to recruit her later on.

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Havetti	Bandit	9	Hand Axe
2 Pirate	Bandit	2	Iron Axe
3 Pirate	Fighter	4	Iron Axe
4 Pirate	Bandit	2	Iron Axe
5 Pirate	Myrmidon	4	Iron Sword
6 Pirate	Archer	2	Iron Bow
7 Pirate	Bandit	2	Iron Axe, Vulnerary
8 Pirate	Bandit	4	Iron Axe
9 Pirate	Fighter	2	Hand Axe
10 Pirate	Bandit	2	Hand Axe
11 Pirate	Bandit	3	Iron Axe
12 Pirate	Myrmidon	4	Iron Sword, Vulnerary
13 Pirate	Myrmidon	4	Iron Sword
14 Pirate	Bandit	5	Hand Axe
15 Pirate	Bandit	6	Steel Axe



CHAPTER 4

ROADSIDE BATTLE

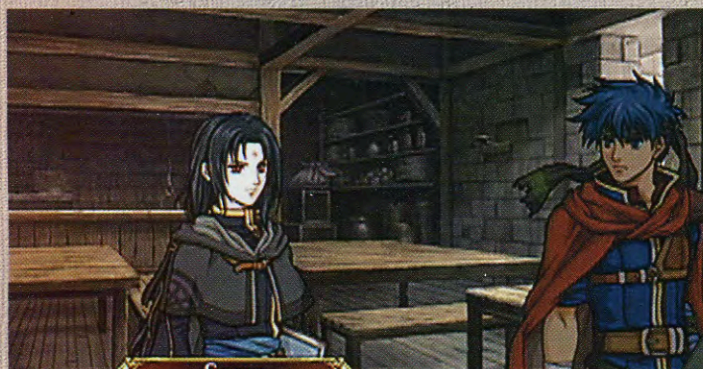
Upon hearing news of a devastating attack on Crimea's capital by the neighboring nation of Daein, Greil commands Ike to lead a scouting mission to learn more about the situation. The mission takes a deadly turn when the mercenaries are forced into battle by Maijin, a merciless general of Daein. Ike and his group do not learn the intentions behind Daein's invasion in their encounter with Maijin, but they do discover a mysterious girl unconscious in the woods nearby.

NEW MEMBER



SOREN

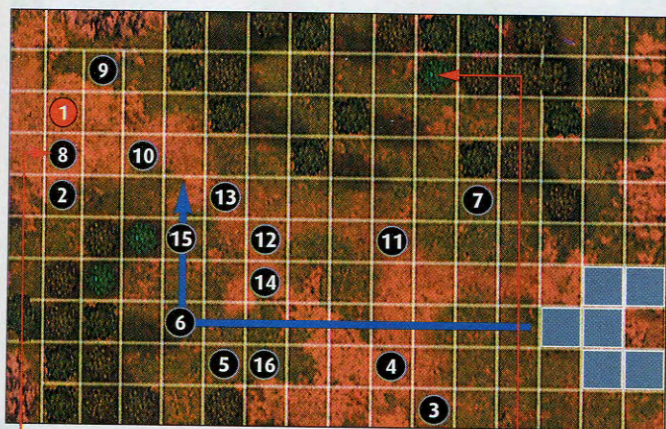
Soren, the young tactician of Greil's mercenaries, wields the power of wind. His long-range attacks are deadly, but Soren is weak to most direct attacks.



Soren

Hello, Ike. Long time, no see.



**KNIGHT KILLER**

Watch out for the Knight Killer. This unit sports a huge lance and can put your units in a world of hurt.

HEALHEDGE

Land on one of the few Healhedges dotting the landscape if you're running low on Vulneraries. Your units will regain some HP while on top of this magical plant.

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Majin	Knight	10	Javelin, Vulnerary
2 Soldier	Myrmidon	6	Steel Sword
3 Soldier	Fighter	6	Iron Axe
4 Soldier	Soldier	4	Iron Lance
5 Soldier	Soldier	4	Iron Lance
6 Soldier	Soldier	4	Iron Lance
7 Soldier	Myrmidon	7	Iron Sword
8 Soldier	Soldier	8	Knight Killer, Vulnerary
9 Soldier	Archer	4	Iron Bow
10 Soldier	Archer	2	Iron Bow
11 Soldier	Soldier	7	Iron Lance
12 Soldier	Soldier	7	Iron Lance
13 Soldier	Soldier	4	Iron Lance, Vulnerary
14 Soldier	Soldier	5	Steel Lance
15 Soldier	Soldier	5	Steel Lance, Vulnerary
16 Soldier	Archer	3	Iron Bow

CORNER DEFENSE

While traveling the countryside on their way to aid Crimea, Greil's mercenaries are outnumbered nearly three to one. Shuffle weaker characters Soren, Rhys and Shinon to the south-east corner and block them with your beefy allies. Gatrie and Titania will have zero trouble dispatching soldiers as they advance, though Ike will likely take a few lumps. Heal him as often as necessary. Advance west once the plains are clear of enemies.



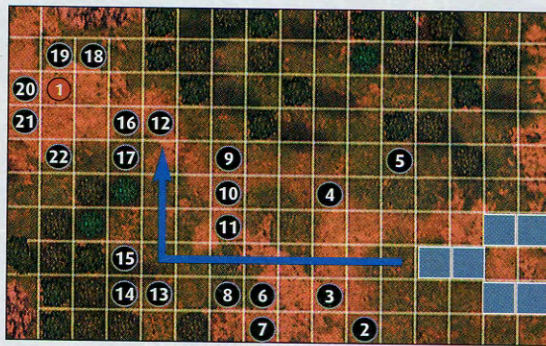
Mage Soren's wind magic is effective. Though you want to keep him safe, don't be afraid to employ his long-range spells in a fight; earn him valuable EX while softening up the opposition.

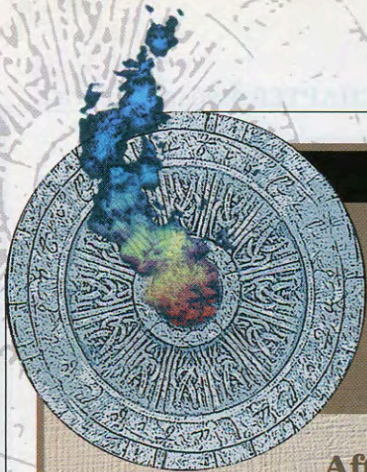
DIFFICULT MODE

Your odds of success are even worse in Difficult mode. Majin and his band of ruthless warriors outnumber your crew nearly four to one. Despite the seemingly desperate odds, victory is possible. As in Normal mode, keep your weaker characters at the back of the pack while your strong and nimble units fend off wave after wave of enemies. If you're not careful, your foes will surround your closest, weakest member and pummel him into submission.

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Majin	Knight	10	Javelin, Vulnerary
2 Soldier	Fighter	6	Steel Axe
3 Soldier	Soldier	4	Iron Lance
4 Soldier	Soldier	7	Steel Lance
5 Soldier	Myrmidon	7	Iron Sword
6 Soldier	Soldier	4	Steel Lance
7 Soldier	Archer	5	Iron Bow
8 Soldier	Archer	4	Iron Bow
9 Soldier	Soldier	5	Iron Lance
10 Soldier	Soldier	7	Iron Lance
11 Soldier	Soldier	5	Steel Lance
12 Soldier	Soldier	4	Iron Lance, Vulnerary
13 Soldier	Soldier	4	Iron Lance
14 Soldier	Soldier	4	Iron Lance
15 Soldier	Soldier	4	Iron Lance
16 Soldier	Archer	2	Iron Bow
17 Soldier	Soldier	7	Iron Lance, Vulnerary
18 Soldier	Soldier	7	Steel Lance, Vulnerary
19 Soldier	Archer	4	Iron Bow
20 Soldier	Archer	2	Iron Bow
21 Soldier	Soldier	4	Steel Lance, Vulnerary
22 Soldier	Myrmidon	6	Steel Sword





CHAPTER 5

FLIGHT!

After waking up, the young girl you found in the woods claims to be Elinicia Ridell Crimea, princess of Crimea and heir to the country's throne. At the will of her father, King Ramon, her existence was kept a secret from the Crimean people. But after witnessing the death of her parents at the hand of Ashnard, King of Daein, Elinicia found herself on the run from the Daein army. With Elinicia in their care, the mercenaries are forced to choose a side in the war.

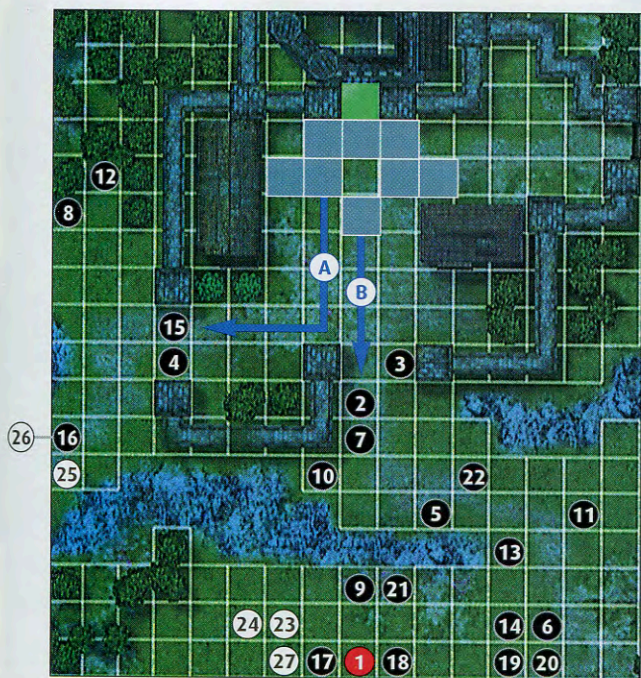


Greil

"Turn over Princess Crimea and leave the area immediately. Comply now, or we will attack." Pretty straightforward.



ALLIES: 8 | ENEMIES: 22



STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Dakova	Knight	13	Iron Lance, Javelin, Ashera Icon
2 Soldier	Soldier	8	Steel Lance
3 Soldier	Soldier	6	Iron Lance
4 Soldier	Soldier	6	Iron Lance
5 Soldier	Soldier	6	Iron Lance
6 Soldier	Soldier	6	Iron Lance
7 Soldier	Archer	5	Iron Bow
8 Soldier	Archer	5	Iron Bow
9 Soldier	Archer	5	Iron Bow
10 Soldier	Soldier	6	Iron Lance
11 Soldier	Sword Knight	7	Iron Sword, Vulnerary
12 Mercenary	Fighter	7	Hammer
13 Soldier	Soldier	6	Steel Lance
14 Soldier	Soldier	6	Steel Lance
15 Soldier	Soldier	7	Iron Lance
16 Soldier	Lance Knight	6	Iron Lance
17 Soldier	Myrmidon	8	Iron Blade
18 Soldier	Myrmidon	8	Iron Blade
19 Soldier	Soldier	5	Iron Lance
20 Soldier	Soldier	6	Javelin
21 Soldier	Archer	5	Steel Bow
22 Soldier	Archer	4	Steel Bow

ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEM
23 4, 5	Soldier	Soldier	5	Steel Lance
24 4, 5	Soldier	Soldier	6	Javelin
25 4, 5	Soldier	Archer	5	Iron Bow
26 4, 5	Soldier	Soldier	6	Steel Lance
27 4, 5	Soldier	Soldier	6	Steel Lance

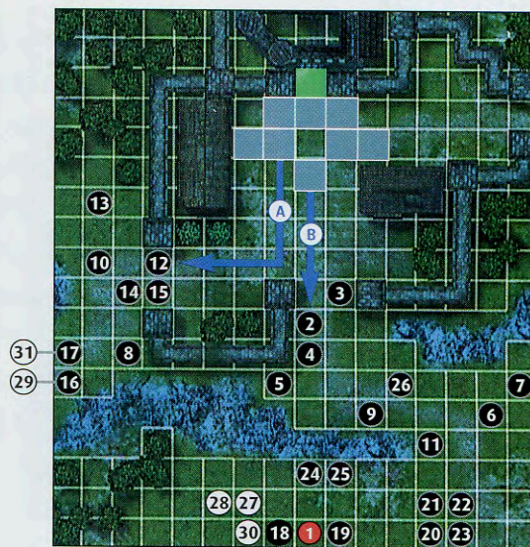
SECURE THE COURTYARD

Survival is the name of the game. Send Gatrie and Titania south to guard the narrow opening to the south—they'll have no problem destroying all that cross their path. Move Oscar, Shinon, Boyd and the rest of your troops west to seal the western entrance. If you make it through six turns, your pursuers will call off the attack.



DIFFICULT MODE

The darkness obscures your vision. Spark a torch to increase your field of view and send troops to both choke points to stave off the Daein invasion. Predictably, you'll face greater troop numbers from the start. It's possible to defeat boss Dakova before the end of your sixth turn; mow through the waves of southern units methodically in pursuit of the Black Knight.



STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Dakova	Knight	13	Iron Lance, Javelin, Ashera Icon
2 Soldier	Soldier	8	Steel Lance, Torch
3 Soldier	Soldier	6	Iron Lance
4 Soldier	Archer	5	Iron Bow
5 Soldier	Soldier	6	Iron Lance
6 Soldier	Sword Knight	7	Iron Sword, Vulnerary
7 Soldier	Lance Knight	6	Iron Lance, Vulnerary
8 Mercenary	Fighter	7	Hammer
9 Soldier	Soldier	6	Iron Lance
10 Soldier	Archer	5	Iron Bow
11 Soldier	Soldier	6	Steel Lance
12 Soldier	Soldier	7	Steel Lance
13 Soldier	Fighter	6	Steel Axe
14 Soldier	Soldier	8	Iron Lance
15 Soldier	Soldier	6	Iron Lance
16 Soldier	Sword Knight	6	Iron Sword, Vulnerary
17 Soldier	Lance Knight	6	Iron Lance
18 Soldier	Myrmidon	8	Iron Blade
19 Soldier	Myrmidon	8	Iron Blade
20 Soldier	Soldier	5	Iron Lance
21 Soldier	Soldier	6	Steel Lance
22 Soldier	Soldier	6	Iron Lance
23 Soldier	Soldier	6	Javelin
24 Soldier	Archer	5	Iron Bow
25 Soldier	Archer	5	Steel Bow
26 Soldier	Archer	4	Steel Bow

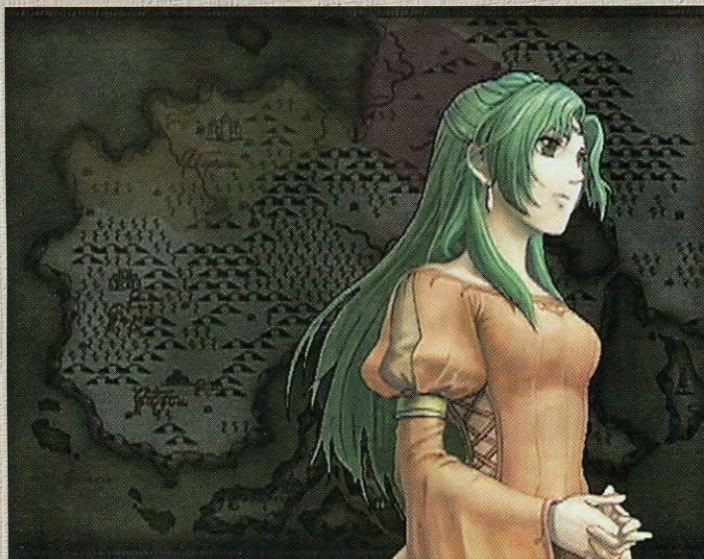
ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEM
27 4, 5	Soldier	Soldier	5	Steel Lance
28 4, 5	Soldier	Soldier	6	Javelin
29 4, 5	Soldier	Archer	5	Iron Bow
30 4, 5	Soldier	Soldier	6	Steel Lance
31 4, 5	Soldier	Soldier	6	Steel Lance

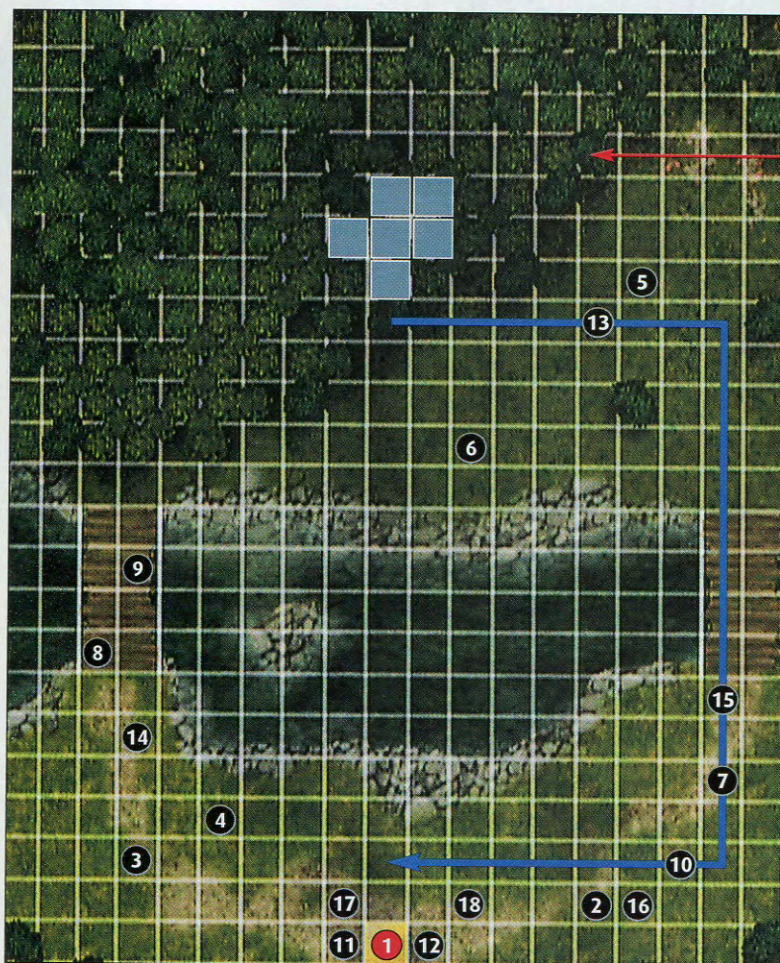
CHAPTER 6

A BRIEF DIVERSION

For the first time in their existence, Greil's mercenaries leave their stronghold and become a camp on the run. Escorting Princess Elincia through the forest and into Gallia will be no easy task, especially now that they've attracted the attention of General Petrine, one of the Four Riders of Daein. Knowing that Daein soldiers are right on the group's tail, Greil orders the mercenaries to split into two groups. Ike's group, responsible for escorting the princess to Gallia, meets strong Daein resistance at the Crimean-Gallian border and must battle its way through.



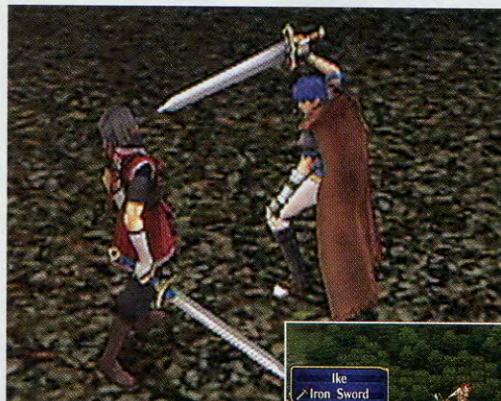
ALLIES: 6 | ENEMIES: 18

**HIDE IN THE BUSHES**

Keep weaker units like Soren and Rhys hidden in the woods while you send your powerhouse warriors onto the battlefield.

FIGHT LIKE A BRAVE

Cluster your forces in the bushes and stalk your prey. After your first turn, ambush the closest enemies and eliminate them, then retreat to draw in the next group. Always keep your weaker units to the rear—otherwise your opponents will mark them for death.

**ESCAPE POINT**

To complete this mission successfully, Ike must escape through this yellow area. Other party members may leave first, which might net you a nice surprise.

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Emil	Halberdier	2	Short Spear
2 Soldier	Mercenary	9	Steel Sword, Vulnerary
3 Soldier	Soldier	8	Iron Lance
4 Soldier	Soldier	8	Iron Lance
5 Soldier	Soldier	8	Steel Lance
6 Soldier	Archer	7	Steel Bow
7 Soldier	Knight	9	Steel Lance
8 Soldier	Archer	9	Steel Bow
9 Soldier	Myrmidon	7	Steel Sword
10 Soldier	Priest	7	Heal
11 Soldier	Soldier	9	Javelin, Vulnerary
12 Soldier	Soldier	9	Javelin, Vulnerary
13 Soldier	Soldier	8	Javelin
14 Soldier	Knight	9	Iron Lance
15 Soldier	Axe Knight	7	Poleax
16 Soldier	Mage	5	Wind
17 Mercenary	Myrmidon	8	Steel Sword
18 Soldier	Soldier	7	Iron Lance

POLE-DANCING

Danger awaits your mercenaries to the south. Keep Titania at the front of the pack as you cross the eastern bridge. An Axe Knight will engage her as soon as she's in range. Don't worry—she'll carve the knave like a holiday turkey and swipe his Poleax when she's done with him.



GIVE 'EM THE AXE



A pair of lumbering Knights is patiently waiting for you across the bridges. When a Knight detects your presence he'll close the gap, giving you no choice but to take him down. Though heavily armored, Knights are vulnerable to damage by axe and magic. Stitch together a lethal combo attack using Boyd and Soren to rid the forest of them.

THE GREAT ESCAPE

Sometimes the best course of action is to make a beeline for the exit. Unfortunately, a rather large Halberdier named Emil is blocking the way, so you'll need to plow through him before you can send your party to safety. Concentrate on luring the last of the Daein forces to your front line first. When the coast is mostly clear, push westward and confront Emil for a final showdown.



Emil's bark is worse than his bite. He talks tough, but will go down like a third-class-ticket holder on the *Titanic* when Titania steps up to challenge him. With Emil out of the way, send your party south through the exit before ordering Ike to escape.

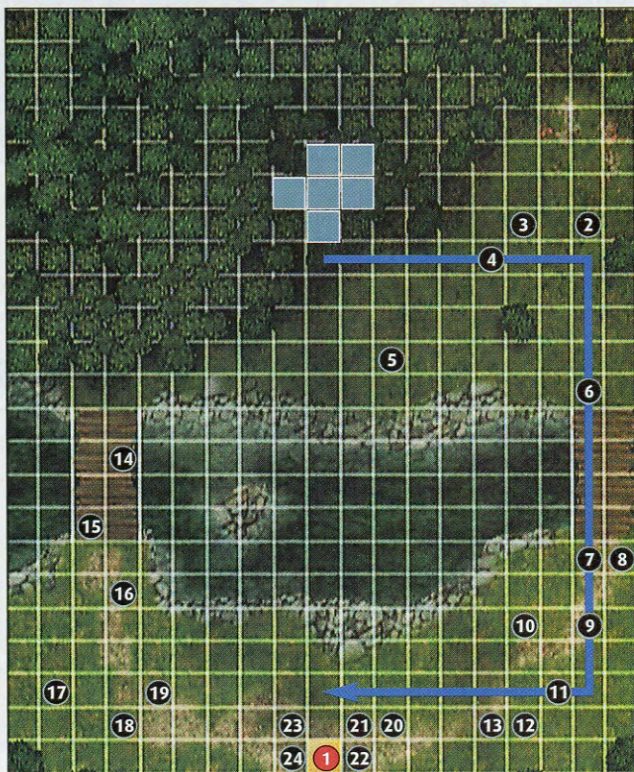


DIFFICULT MODE

It ain't called "Difficult Mode" for nothing. There are six additional enemies for you to contend with, so proceed cautiously. The same tactics apply as before, so keep your magic-users in the back while you whomp on wave after wave of baddies with Titania, Boyd, Oscar and Ike. Heal your units when necessary and don't advance south until your men are at full strength. Lure foes to their doom by galloping to the front, taking a pot-shot and then retreating. The recipient will take offense and give chase, allowing you to deal the final blow.

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Emil	Halberdier	2	Short Spear
2 Soldier	Soldier	6	Steel Lance
3 Soldier	Soldier	8	Steel Lance
4 Soldier	Soldier	8	Javelin
5 Soldier	Archer	7	Steel Bow
6 Soldier	Mage	6	Wind
7 Soldier	Axe Knight	7	Poleax
8 Soldier	Axe Knight	7	Iron Axe
9 Soldier	Knight	9	Javelin
10 Soldier	Soldier	8	Iron Lance
11 Soldier	Priest	7	Heal
12 Soldier	Mage	7	Wind
13 Mercenary	Myrmidon	9	Steel Sword, Vulnerary
14 Mercenary	Myrmidon	7	Steel Sword
15 Soldier	Archer	9	Steel Bow
16 Soldier	Knight	9	Javelin
17 Soldier	Priest	8	Heal, Vulnerary
18 Soldier	Archer	8	Iron Bow
19 Soldier	Soldier	8	Javelin
20 Soldier	Soldier	7	Iron Lance
21 Soldier	Archer	9	Iron Bow
22 Soldier	Soldier	9	Javelin, Vulnerary
23 Soldier	Soldier	9	Iron Lance
24 Soldier	Soldier	9	Javelin, Vulnerary



CHAPTER 7

SHADES OF EVIL

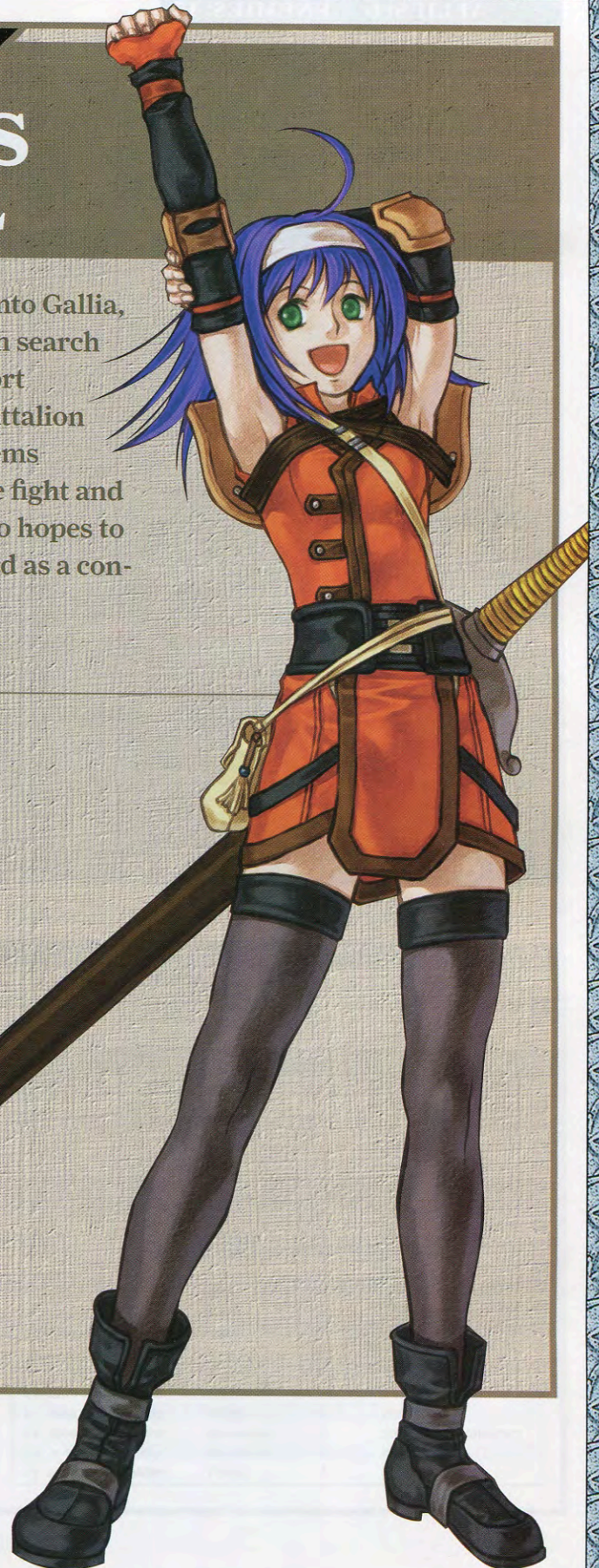
After seeing the princess safely into Gallia, Ike and his troops turn back to Crimea in search of Greil and the others. The group comes across Fort Meritenne and finds itself in battle with a Daein battalion led by General Petrine herself. When the battle seems hopeless for the mercenaries, Greil's team joins the fight and evens the odds. Greil takes on General Petrine, who hopes to deliver the mercenary commander to King Ashnard as a contestant for his twisted games.

NEW MEMBER



MIA

Mia is a Myrmdon mercenary who will join your party once Ike talks to her. Mia's ability to dodge many enemy attacks is offset by her weak Defense.



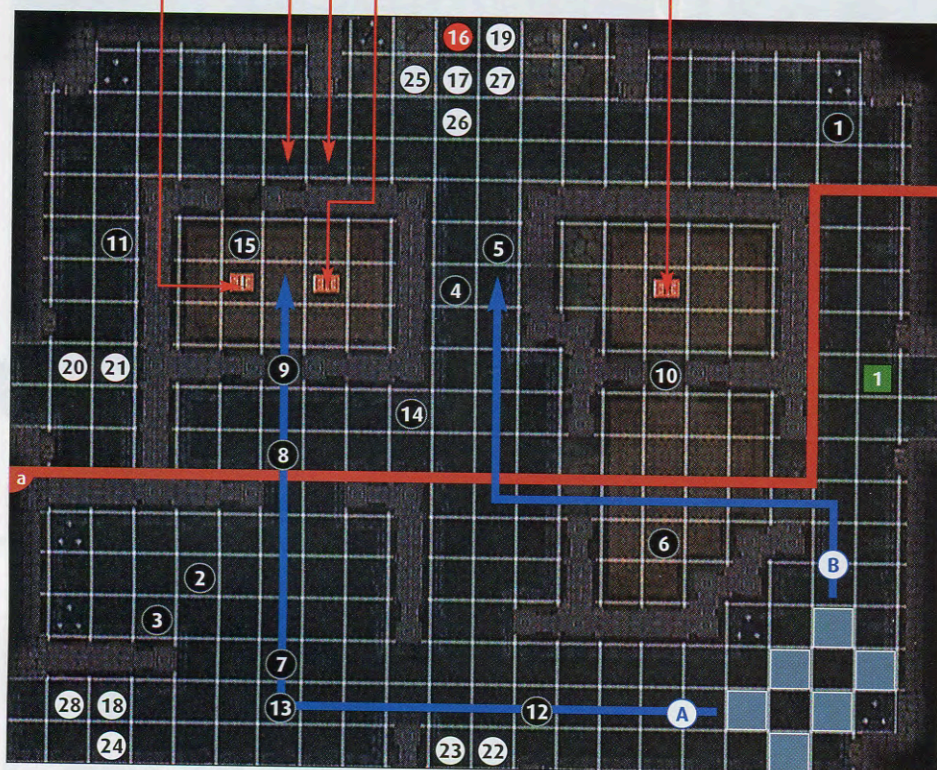
SHINON AND GATRIE

Shinon and Gatrie will join your party after you cross into the northern zone. Use them wisely, as enemy units will surround them in no time.

MIRACLE SCROLL

WARD STAFF

ARMORSLAYER



ALLY

NAME	CLASS	LV	ITEMS
1 Mia	Myrmidon	6	Iron Sword, Slim Sword, Vulnerary

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Soldier	Soldier	7	Iron Lance
2 Soldier	Knight	7	Steel Lance
3 Soldier	Knight	10	Iron Lance
4 Soldier	Knight	10	Iron Lance
5 Soldier	Knight	8	Steel Lance
6 Soldier	Fighter	5	Hand Axe
7 Soldier	Archer	6	Steel Bow
8 Soldier	Soldier	7	Javelin
9 Soldier	Soldier	7	Steel Lance, Chest Key
10 Soldier	Soldier	6	Javelin, Chest Key
11 Soldier	Soldier	5	Iron Lance
12 Soldier	Soldier	8	Iron Lance
13 Soldier	Soldier	7	Iron Lance
14 Soldier	Soldier	7	Steel Lance
15 Soldier	Archer	9	Iron Bow

WHACK THE THIEF

At the start of the third turn, a Thief quietly enters the fort. When left to his own devices, he ransacks the many treasures contained inside the chests. It's best to stop this pickpocket before he makes off with the goods, so send Titania (who should be pressing westward on her own) to take him out before he pilfers your hard-earned rewards. Clear out any nearby enemies, then send Titania north to aid Shinon and Gatrie before they are overpowered.



RECRUIT MIA

Send Ike and a pair of warriors north. Mia will burst onto the scene and fight the Daein army on her own after the first turn. She's a capable swordsman with talents that would complement your mercenary band, so engage in conversation with her—she'll join your cause. Recover the Armorslayer in the eastern chest, then join your companions in the north for some heavy action. Be sure to heal your party when necessary.



ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEMS
16 zone a	Balmer	Sage	1	Elfire
17 zone a	Soldier	Knight	12	Javelin
18 zone a	Soldier	Mage	4	Fire
19 zone a	Soldier	Priest	7	Heal
20 zone a	Soldier	Knight	7	Iron Lance
21 zone a	Soldier	Knight	7	Iron Lance
22 zone a	Soldier	Mage	5	Fire
23 zone a	Soldier	Soldier	5	Iron Lance
24 zone a	Soldier	Soldier	5	Iron Lance
25 zone a	Soldier	Myrmidon	7	Steel Sword, Vulnerary
26 zone a	Soldier	Soldier	5	Iron Lance
27 zone a	Soldier	Myrmidon	6	Armorslayer
28 3	Thief	Thief	7	Knife

BARRICADE THE ROOM

If you're not careful, Shinon and Gatrie will be surrounded by scores of Daein forces. While both units can take a lot of punishment, you're better off using each warrior's talents to your advantage. Send Gatrie south into the treasure room and leave Shinon behind. While your knight deflects most assaults with his armor, your archer can snipe away. At the same time, send Titania and others to the south entrance. By sandwiching your foes inside the chamber, you'll give them no room to escape.



Monitor your unit's HP during this drawn-out battle. One misstep is all it takes to lose a party member forever (unless you replay the chapter from the beginning).

GREIL THE MARTYR

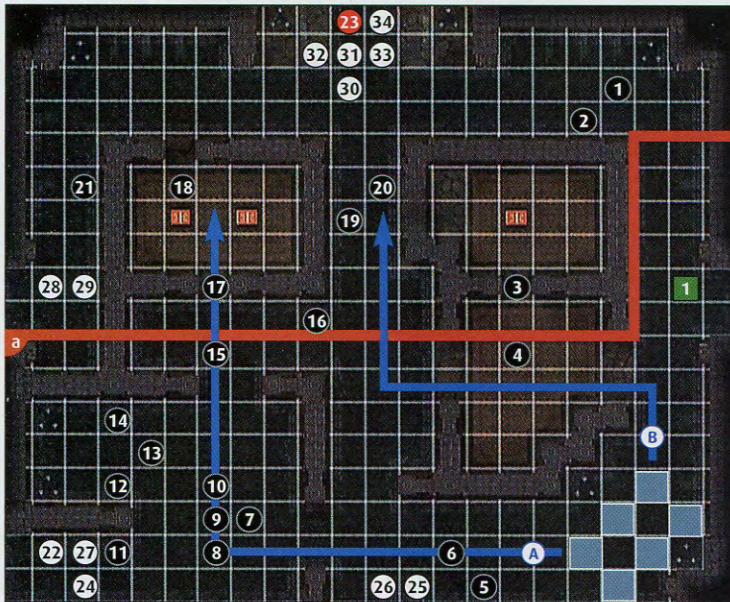


Following your victory inside the fort, Greil ventures into the forest to confront his former pupil, the Black Knight. The battle proves too difficult, and your father is defeated. Stricken with grief, Ike realizes he must step up to the challenge and lead the Greil mercenaries.



DIFFICULT MODE

Slow and steady wins the battle. The tight hallways and numerous choke points of the abandoned fort make it a vicious battlefield. Use the environment to your advantage and methodically slaughter the Daein units until no one is left. Titania can handle herself quite well—send her westward while the rest of your team moves to the north. Don't cross into the northern zone until you've sufficiently reduced enemy forces. Block doorways with your hardy units and used ranged attacks to hit your foes where it hurts.



STARTING ENEMIES

	NAME	CLASS	LV	ITEMS
1	Soldier	Soldier	9	Steel Lance
2	Soldier	Archer	6	Steel Bow
3	Soldier	Soldier	6	Javelin, Chest Key
4	Soldier	Fighter	7	Hand Axe
5	Soldier	Soldier	7	Iron Lance
6	Soldier	Soldier	8	Iron Lance
7	Soldier	Soldier	7	Steel Lance
8	Soldier	Soldier	8	Steel Lance
9	Soldier	Archer	6	Steel Bow
10	Soldier	Soldier	9	Iron Lance
11	Soldier	Fighter	6	Steel Axe
12	Soldier	Knight	10	Iron Lance
13	Soldier	Knight	7	Steel Lance
14	Soldier	Knight	7	Steel Lance
15	Soldier	Soldier	7	Javelin
16	Soldier	Soldier	7	Steel Lance
17	Soldier	Soldier	7	Steel Lance, Chest Key
18	Soldier	Archer	9	Iron Bow
19	Soldier	Knight	10	Iron Lance
20	Soldier	Knight	8	Steel Lance
21	Soldier	Soldier	5	Iron Lance

ENEMY REINFORCEMENTS

	TURN	NAME	CLASS	LV	ITEMS
22	2	Thief	Thief	7	Knife
23	zone a	Balmer	Sage	1	Elfir
24	zone a	Soldier	Soldier	7	Iron Lance
25	zone a	Soldier	Mage	9	Fire
26	zone a	Soldier	Soldier	7	Iron Lance
27	zone a	Soldier	Mage	7	Fire
28	zone a	Soldier	Knight	10	Steel Lance
29	zone a	Soldier	Knight	9	Steel Lance, Vulnerary
30	zone a	Soldier	Soldier	6	Iron Lance
31	zone a	Soldier	Knight	12	Javelin
32	zone a	Soldier	Myrmidon	7	Steel Sword, Vulnerary
33	zone a	Soldier	Myrmidon	6	Armorslayer
34	zone a	Soldier	Priest	7	Heal

CHAPTER 8

DESPAIR AND HOPE

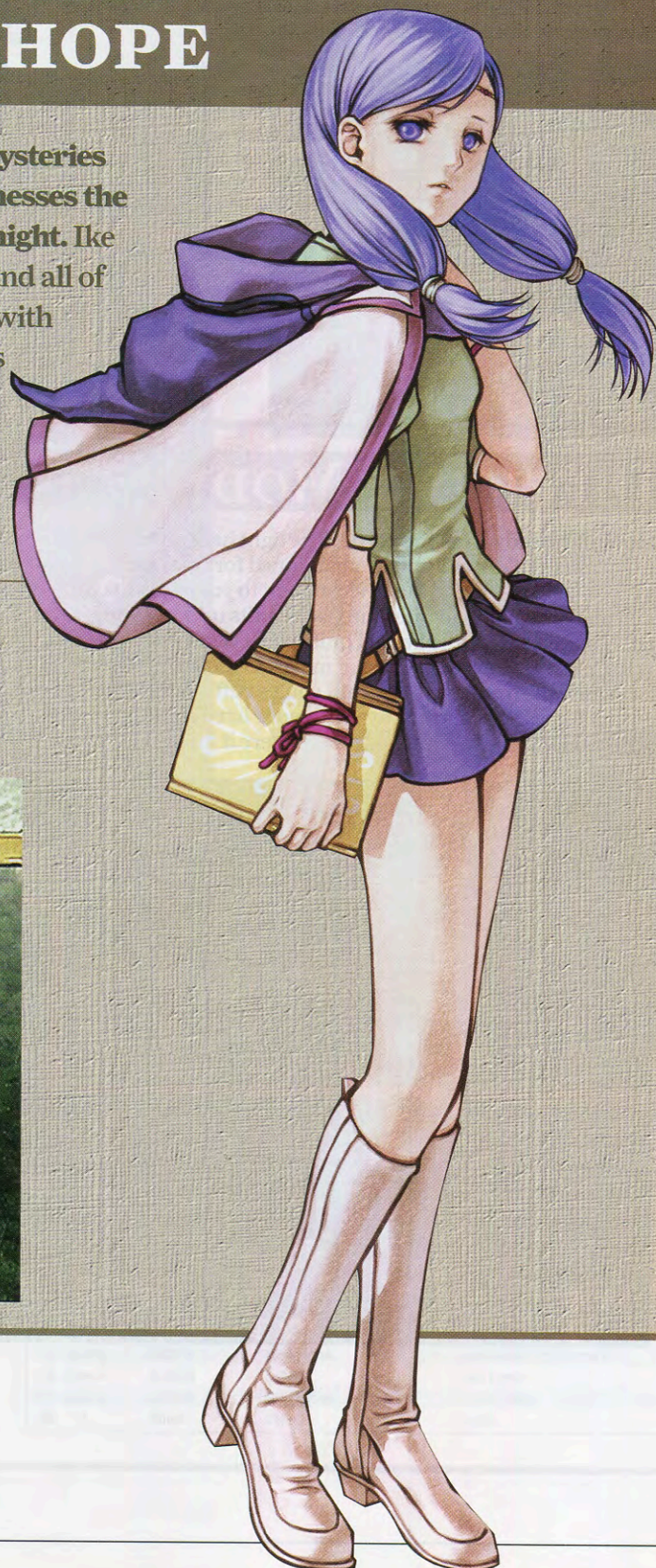
Before Ike can uncover the mysteries surrounding his childhood, he witnesses the death of his father at the hand of the Black Knight. Ike vows to lead the company in his father's stead, and all of Greil's mercenaries but Gatrie and Shinon stay with the company. The group's first battle under Ike's command is an attack by Daein troops within Gallian borders, which exposes King Ashnard's intentions to take his war beyond Crimea.

NEW MEMBER

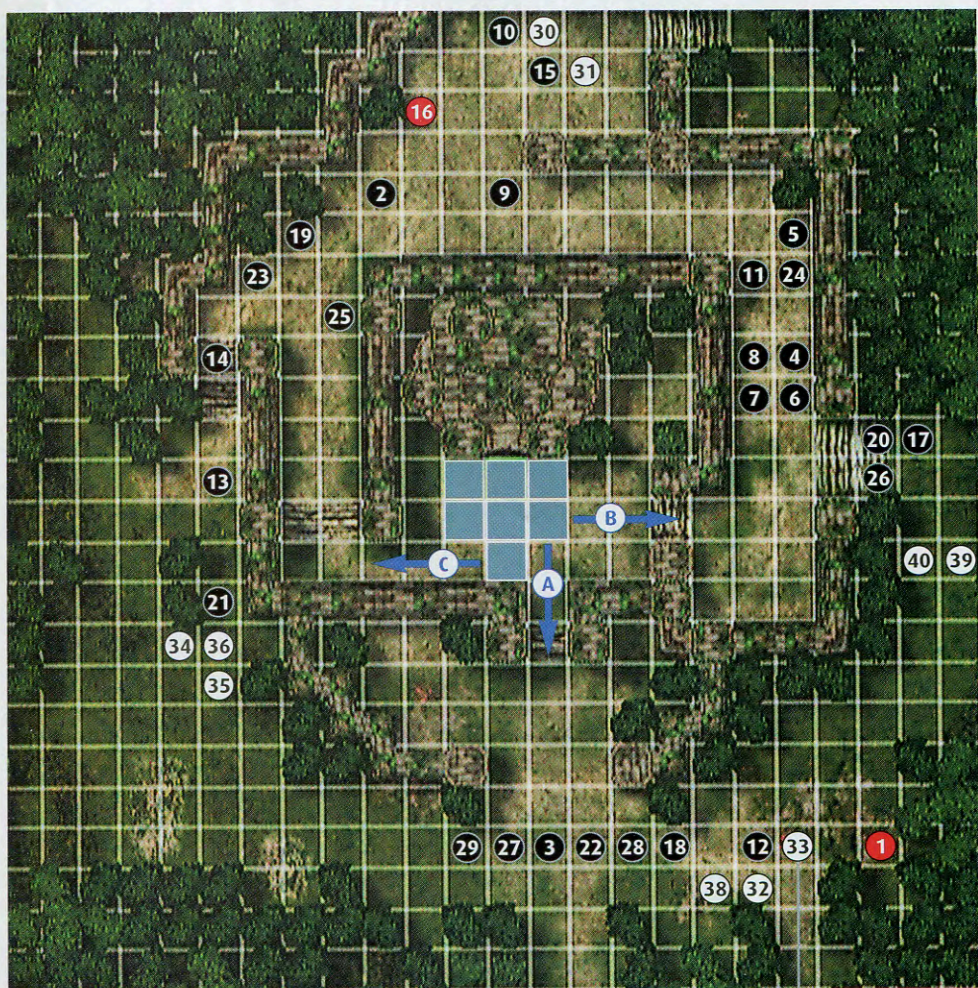


ILYANA

With the power of lightning at her disposal, the young Mage Ilyana is fighting on the wrong side. During the battle, Ike can convince her to reunite with her lost convoy.



ALLIES: 7 | ENEMIES: 29



VENDOR

ITEM	PRICE
Heal	600
Pure Water	900
Vulnerary	300

ARMORY

ITEM	PRICE
Fire	560
Hand Axe	375
Iron Axe	270
Iron Lance	360
Iron Sword	460
Javelin	500
Slim Sword	560
Steel Axe	420
Thunder	600
Wind	520

CREATE A WEAPON

ITEM	KIND
Axe	Iron/Steel/Hand
Bow	Iron
Lance	Iron/Slim/Javelin
Magic	Fire
Sword	Iron/Slim/Steel

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Kamura	Knight	18	Steel Lance, Short Spear
2 Soldier	Priest	7	Heal, Pure Water
3 Soldier	Axe Knight	6	Iron Axe
4 Soldier	Knight	8	Javelin
5 Soldier	Priest	7	Heal, Vulnerary
6 Soldier	Knight	8	Steel Lance
7 Soldier	Knight	8	Steel Lance
8 Soldier	Knight	8	Steel Lance
9 Soldier	Myrmidon	7	Iron Sword
10 Soldier	Myrmidon	7	Iron Sword
11 Soldier	Mage	8	Fire
12 Soldier	Priest	7	Heal, Vulnerary, Red Gem
13 Soldier	Soldier	8	Steel Lance
14 Soldier	Soldier	8	Steel Lance
15 Soldier	Soldier	8	Steel Lance
16 Ilyana	Mage	6	Thunder, Elthunder, Vulnerary
17 Soldier	Myrmidon	8	Steel Sword
18 Soldier	Sword Knight	10	Iron Sword, Vulnerary
19 Soldier	Archer	7	Iron Bow
20 Soldier	Archer	8	Steel Bow
21 Soldier	Myrmidon	8	Iron Blade
22 Soldier	Axe Knight	7	Iron Axe
23 Soldier	Fighter	7	Poleax
24 Soldier	Mage	7	Fire
25 Soldier	Knight	7	Steel Lance
26 Soldier	Archer	9	Longbow
27 Soldier	Lance Knight	7	Javelin
28 Soldier	Lance Knight	6	Javelin
29 Soldier	Sword Knight	7	Steel Sword

HUNKER DOWN



You need to survive eight full turns before you'll get a break. Lucky for you, there are three choke points where you can stave off the endless stream of enemies. Send Oscar east to contend with masses of Knights. Have Titania trot south. Consider equipping her with a Hand Axe so she can retaliate attacks from afar. Lastly, Ike should block the west passage with Soren. Use your healer to deliver first aid to party members in need. After you recruit Ilyana, Boyd and Mia should press west and north, eliminating foes.

ENEMY REINFORCEMENTS

	TURN	NAME	CLASS	LV	ITEM
30	5	Soldier	Knight	10	Javelin
31	5	Soldier	Knight	10	Iron Lance
32	5	Soldier	Soldier	10	Iron Lance
33	5	Soldier	Soldier	9	Iron Lance
34	6	Soldier	Soldier	10	Iron Lance
35	6	Soldier	Soldier	9	Iron Lance
36	7	Soldier	Soldier	8	Iron Lance
37	7	Soldier	Lance Knight	6	Iron Lance
38	7	Soldier	Lance Knight	7	Iron Lance
39	8	Soldier	Myrmidon	11	Steel Sword
40	8	Soldier	Soldier	9	Iron Lance

RECRUIT ILYANA



Ilyana, a Mage, will approach Ike from the north. Clear a path using your fighters, then order Ike to speak with her. After a brief exchange of words, she'll join your party. Keep an eye on your battle stats—the Armorslayer will come in handy for dispatching some of your opponents.

TACKLE KAMURA (OR DON'T...)



Once you recruit Ilyana, you'll have an easier time eliminating the stragglers on the map. If you're feeling lucky (or ambitious) and you want to waste the level boss, send Titania after Kamura in the south. He's a tough nut to crack, but your Paladin is virtually unbeatable. There's a chance that you'll be overrun by wave after wave of reinforcements, but don't fret. At the end of the eighth round, a pair of Laguz will arrive and fight off the Daein army—including big bad Kamura—for you.

DIFFICULT MODE

This time, you have to endure a small-scale invasion. The Daein army throws a ludicrous number of troops your way. Interestingly enough, your battle tactics are largely the same. Send either Oscar or Titania to the east to confront the armored threat while you send the other southward to contend with the warriors on horseback. Ike and company should concentrate on pushing the enemy back north from the western passage. Recruit the wandering mage and survive until the last round is complete.

STARTING ENEMIES

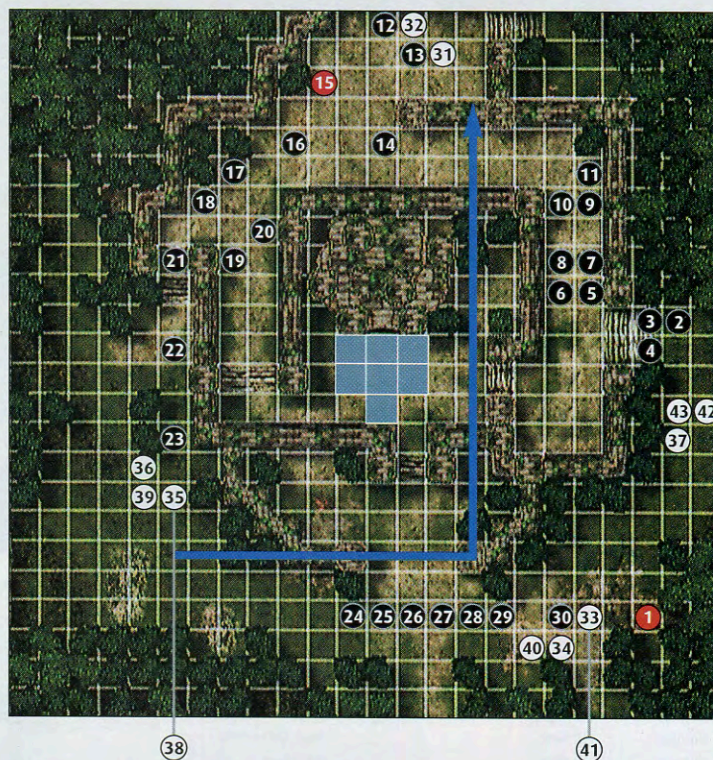
NAME	CLASS	LV	ITEMS
1 Kamura	Knight	18	Steel Lance, Short Spear
2 Mercenary	Myrmidon	8	Steel Sword
3 Soldier	Archer	8	Steel Bow
4 Soldier	Archer	9	Longbow
5 Soldier	Knight	8	Steel Lance
6 Soldier	Knight	8	Steel Lance
7 Soldier	Knight	8	Javelin
8 Soldier	Knight	8	Steel Lance
9 Soldier	Mage	7	Fire
10 Soldier	Mage	8	Fire
11 Soldier	Priest	7	Heal, Vulnerary
12 Mercenary	Myrmidon	7	Iron Sword
13 Soldier	Soldier	8	Steel Lance
14 Mercenary	Myrmidon	7	Iron Sword
15 Ilyana	Mage	6	Thunder, Elthunder, Vulnerary
16 Soldier	Priest	7	Heal, Pure Water
17 Soldier	Archer	7	Iron Bow
18 Mercenary	Fighter	7	Poleax
19 Soldier	Knight	8	Iron Lance
20 Soldier	Knight	7	Steel Lance
21 Soldier	Soldier	8	Steel Lance
22 Soldier	Soldier	8	Steel Lance
23 Mercenary	Myrmidon	8	Steel Blade
24 Soldier	Sworn Knight	7	Steel Sword
25 Soldier	Lance Knight	7	Javelin
26 Soldier	Axe Knight	6	Iron Axe
27 Soldier	Axe Knight	7	Iron Axe
28 Soldier	Lance Knight	6	Javelin
29 Soldier	Sword Knight	10	Iron Sword
30 Soldier	Priest	7	Heal, Vulnerary, Red Gem

ARMORY

ITEM	PRICE
Fire	560
Hand Axe	375
Iron Axe	270
Iron Lance	360
Iron Sword	460
Slim Sword	560
Steel Axe	420

CREATE A WEAPON

ITEM	KIND
Axe	Iron
Bow	Iron
Lance	Iron
Magic	Fire/Wind
Sword	Iron



ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEM
31 5	Soldier	Knight	10	Iron Lance
32 5	Soldier	Knight	10	Javelin
33 5	Soldier	Soldier	9	Iron Lance
34 5	Soldier	Soldier	10	Iron Lance
35 6	Soldier	Soldier	9	Iron Lance
36 6	Soldier	Soldier	10	Iron Lance
37 6	Soldier	Soldier	9	Iron Lance
38 7	Soldier	Soldier	8	Iron Lance
39 7	Soldier	Mage	9	Fire
40 7	Soldier	Lance Knight	7	Iron Lance
41 7	Soldier	Lance Knight	6	Iron Lance
42 8	Mercenary	Myrmidon	11	Steel Sword
43 8	Soldier	Soldier	9	Iron Lance

VENDOR

ITEM	PRICE
Heal	600
Vulnerary	300

CHAPTER 9

GALLIA

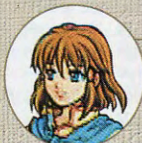
Tension between the Laguz and Beorc runs high, even among the troops now under Ike's command. As Mordecai and Lethe of the beast tribe guide the mercenaries down the Gallian coast, the group comes across a secret stronghold of the Daein army. Ike decides to attack the base, and the Laguz in his company join the fight, furious at the Beorc occupation of their land. Mist and Rolf, the two children of the camp, will prove their worth and join their companions on the field.

NEW MEMBERS



MARCIA

A former member of Begnion's national guard, Marcia is a Pegasus Knight searching for her missing brother. Marcia must speak with Ike on the battlefield to join the mercenaries.



MIST

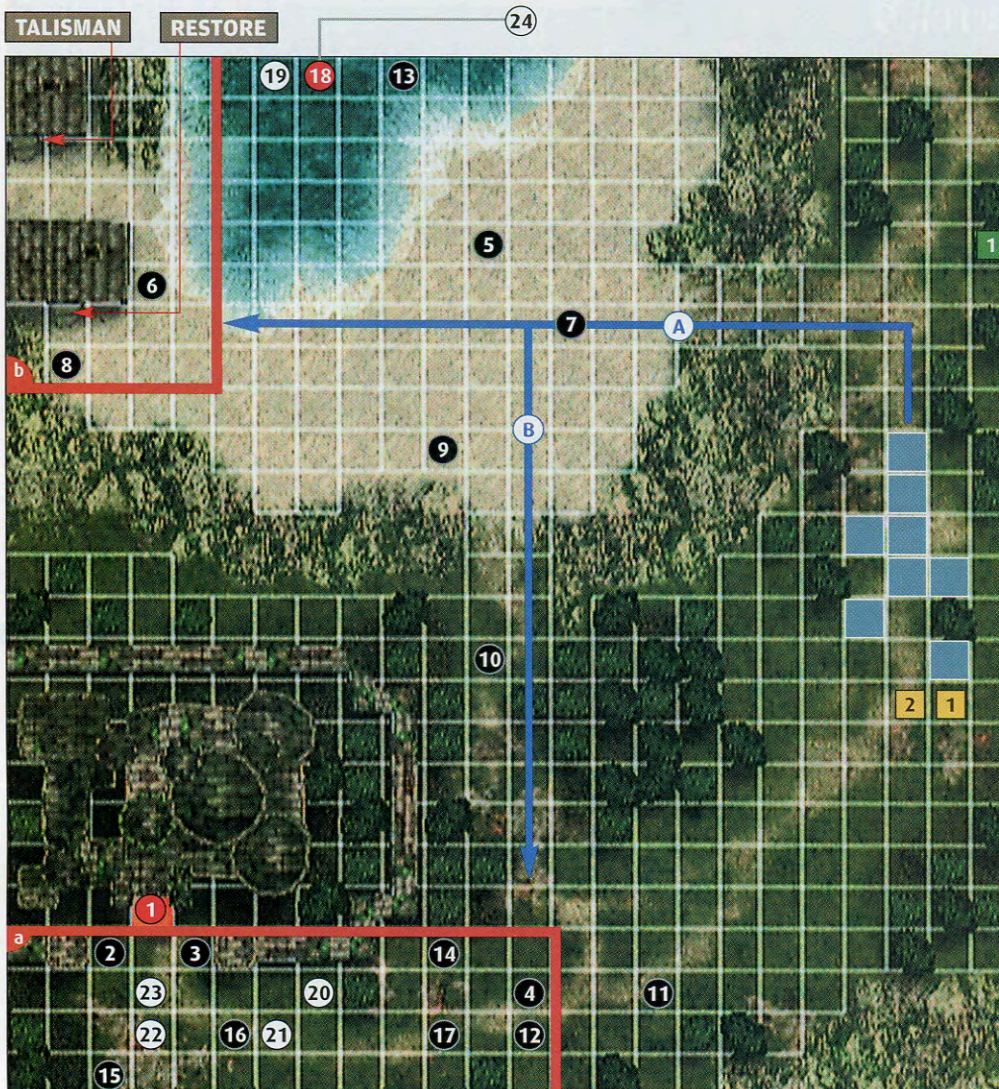
Mist, Ike's younger sister, knows the power of healing, and will join the fight near the beginning. She is young and inexperienced, but having a second healer around will be useful.



ROLF

Rolf, younger brother of Boyd and Oscar, has been secretly practicing his bow skills, and wishes to join the battle along with Mist. Rolf has much to learn, but can become a great Archer.





ARMORY

ITEM	PRICE
Elwind	1,650
Fire	560
Hand Axe	375
Iron Axe	270
Iron Lance	360
Iron Sword	460
Javelin	500
Steel Axe	420
Steel Lance	560
Steel Sword	700
Thunder	600
Wind	520

VENDOR

ITEM	PRICE
Antitoxin	450
Heal	600
Mend	1,000
Pure Water	900
Vulnerary	300

CREATE A WEAPON

ITEM	KIND
Axe	Iron
Bow	Iron
Lance	Iron
Magic	Fire/Thunder/Wind
Sword	Iron

CLEAR THE BEACH

Reorganize the starting points of your units and place Titania at the front (the northernmost square). Her job is to press westward and eliminate the foes patrolling the beach. Ike should follow behind her to take care of the weaker enemies. Keep the most fragile members of your troupe far behind, and send your tough guys south to intercept incoming troops. Your Laguz friends will pursue Daen forces within range—either let them engage in combat, or order them to take evasive action. The choice is yours.

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Kotaff	Halberdier	3	Knight Killer, Javelin, Arms Scroll
2 Soldier	Mage	9	Wind
3 Soldier	Mage	10	Fire
4 Soldier	Mage	6	Thunder
5 Soldier	Mage	6	Thunder
6 Soldier	Mage	6	Thunder
7 Soldier	Fighter	11	Poleax
8 Soldier	Myrmidon	12	Iron Sword
9 Soldier	Fighter	8	Steel Axe
10 Soldier	Fighter	8	Steel Axe
11 Soldier	Myrmidon	13	Steel Sword
12 Soldier	Soldier	10	Steel Lance
13 Pirate	Bandit	10	Venin Axe
14 Soldier	Knight	11	Steel Lance, Vulnerary
15 Soldier	Archer	11	Steel Bow
16 Soldier	Archer	10	Steel Bow
17 Soldier	Knight	11	Steel Lance

ALLY

NAME	CLASS	LV	ITEMS
1 Marcia	Pegasus Knight	5	Slim Lance, Javelin

ENEMY REINFORCEMENTS

	TURN	NAME	CLASS	LV	ITEM
18	5	Nedata	Bandit	18	Venin Axe
19	5	Pirate	Bandit	10	Venin Axe
20	zone a	Soldier	Myrmidon	11	Steel Sword
21	zone a	Soldier	Myrmidon	13	Steel Sword
22	zone a	Soldier	Soldier	11	Javelin
23	zone a	Soldier	Soldier	12	Iron Lance
24	zone b	Pirate	Bandit	9	Venin Axe

PARTNER UNIT

NAME	CLASS	LV	ITEMS
1 Lethe	Beast Tribe/Cat	3	Claw, Beorcgard

PARTNER UNIT

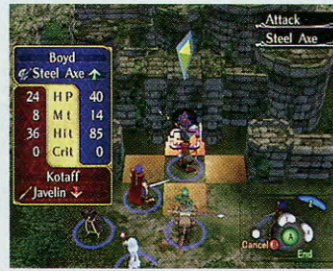
NAME	CLASS	LV	ITEMS
2 Mordecai	Beast Tribe/Tiger	2	Claw, Laguz Stone

PUT YOUR CATS ON A LEASH



Mordecai and Lethe are tough fighters, but once they transform into their wildcat counterparts, they're nearly unstoppable. They'll automatically roam the map and engage the closest targets unless you order them to do otherwise. Let them roam if you want them to clear out the Daein forces in the south. If you want to give your own units fighting experience, tell the Laguz to avoid confrontation.

Who's THE BOSS?



Wipe out every last Daein unit before you pursue Kotaff. If you attack him from two spaces away (with a Hand Axe or a bow), he'll switch his primary weapon to a Javelin. Once he arms himself with it, send Titania up close. When you close the gap and attack the boss directly, he won't counter with the Knight Killer (which does considerable damage to your Paladin). After a couple of turns, he'll crumple into a lifeless heap.

DIFFICULT MODE

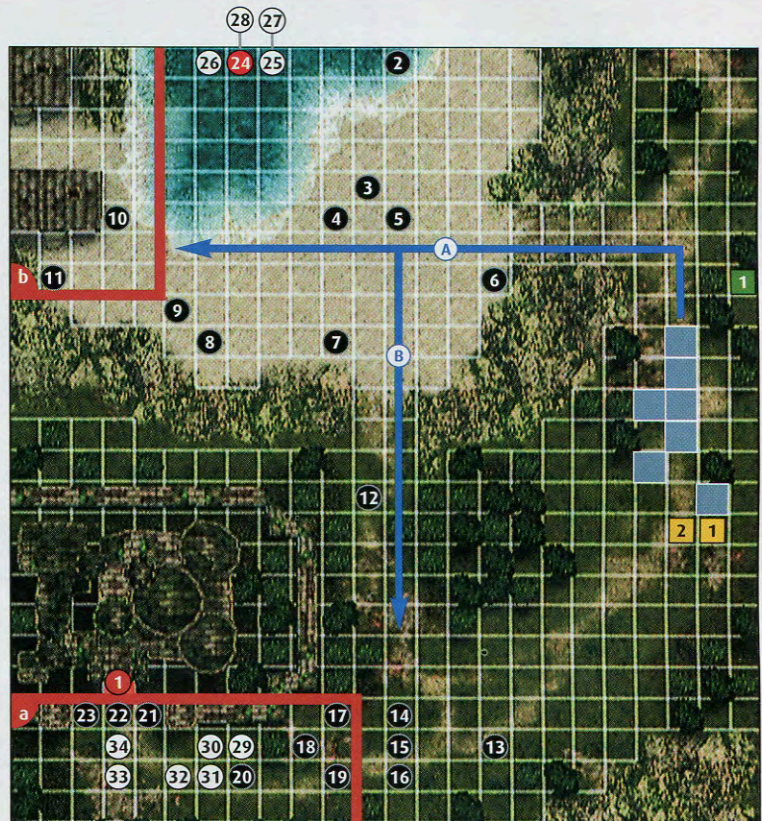
This isn't your typical beach party. You're up against tougher units, and a lot more of them in Difficult mode. The basic strategy you use to win this chapter is largely the same as you used in Normal mode. Order Titania west along the beach with some backup (to gain experience) while sending the rest of your party south. When you cross into the reinforcement zones, be prepared to square off against greater numbers if you advance too quickly. Take your time moving across the map and destroy each enemy you encounter. Try to secure the pair of homes in the northwest before the pirates burn them down. Defeat the boss with the same techniques as you used in Normal mode.

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Kotaff	Halberdier	3	Knight Killer, Javelin, Weapon Scroll
2 Pirate	Bandit	9	Venin Axe
3 Soldier	Mage	6	Thunder
4 Mercenary	Fighter	11	Poleax
5 Mercenary	Fighter	11	Steel Axe
6 Mercenary	Fighter	11	Steel Axe
7 Mercenary	Fighter	8	Steel Axe
8 Soldier	Mage	6	Thunder
9 Mercenary	Myrmidon	9	Iron Sword
10 Soldier	Mage	6	Thunder
11 Mercenary	Myrmidon	12	Iron Sword
12 Mercenary	Fighter	8	Steel Axe
13 Mercenary	Myrmidon	13	Steel Sword
14 Soldier	Soldier	11	Steel Lance
15 Soldier	Mage	6	Thunder
16 Soldier	Soldier	10	Steel Lance
17 Soldier	Knight	11	Steel Lance, Vulnerary
18 Soldier	Archer	10	Steel Bow
19 Soldier	Knight	11	Steel Lance
20 Soldier	Archer	11	Steel Bow
21 Soldier	Mage	10	Fire
22 Soldier	Knight	13	Steel Lance
23 Soldier	Mage	9	Wind

ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEMS	
24	5	Nedata	Bandit	18	Venin Axe
25	5	Pirate	Bandit	10	Hand Axe
26	5	Pirate	Bandit	10	Venin Axe
27	zone b	Pirate	Bandit	9	Venin Axe
28	zone b	Pirate	Bandit	11	Venin Axe
29	zone a	Mercenary	Myrmidon	11	Steel Sword
30	zone a	Mercenary	Myrmidon	11	Steel Sword
31	zone a	Mercenary	Myrmidon	13	Steel Sword
32	zone a	Mercenary	Myrmidon	13	Iron Sword
33	zone a	Soldier	Soldier	11	Iron Lance
34	zone a	Soldier	Soldier	12	Javelin



ARMORY

ITEM	PRICE
Iron Axe	270
Iron Bow	540
Iron Lance	360
Iron Sword	460
Javelin	500
Steel Lance	560
Steel Sword	700
Wind	520

VENDOR

ITEM	PRICE
Antitoxin	450
Heal	600
Vulnerary	300

CREATE A WEAPON

ITEM	KIND
Axe	Iron
Bow	Iron
Lance	Iron
Magic	Fire/Thunder/Wind
Sword	Iron

CHAPTER 10

PRISONER RELEASE

After his audience with King Caineghis of Gallia, Ike learns new details from his past and agrees to escort Princess Elincia to the nation of Begnion. The journey will be long, and will force Ike's company to head back into war-torn Crimea to find passage. Ike accepts a gift of 20,000 gold from the king, and embarks on the journey through Crimea. Along the way, the mercenaries' new guide, Ranulf, advises them to stop at Canteus Castle to search for prisoners of war who may be willing to join their cause. The castle will reveal the depths of evil that the Daein army is capable of.

NEW MEMBERS



NEPHENE

Nephenee is a common soldier working for a Crimean militia. She and Brom will join your party after you secure the prison.



LETHE

Under orders from King Caineghis, Lethe will join Greil's mercenaries permanently before the battle. Her fighting skills are great when she's in beast form, but she is weak to fire.



MORDECAI

Like Lethe, Mordecai will join the mercenaries to escort the princess to Begnion. When in beast form, Mordecai is a force to be reckoned with.



VOLKE

A mysterious Thief, Volke can be recruited before the battle. Volke can pick locks, but he'll charge a small fee for each one.



KIERAN

Kieran is an Axe Knight who once served in the Crimean royal guard under General Geoffrey, but was taken prisoner by Daein. He'll join your party after the battle.

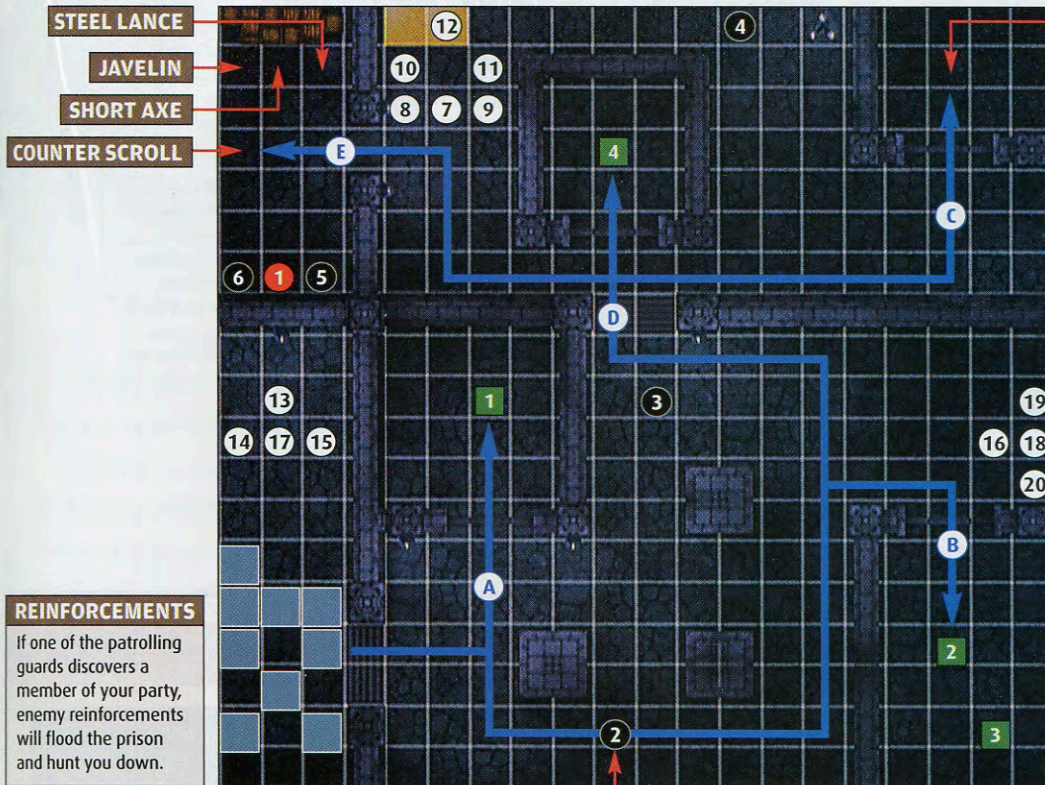


BROM

Brom the Knight will join your party along with Nephenee after you've won the battle. Brom's brute strength makes him a great ally.



ALLIES: 9 | ENEMIES: 6



REINFORCEMENTS

If one of the patrolling guards discovers a member of your party, enemy reinforcements will flood the prison and hunt you down.

STARTING ENEMIES

	NAME	CLASS	LV	ITEMS
1	Danomill	General	3	Steel Blade, Steel Lance, Master Seal
2	Watch	Soldier	11	Iron Lance, Door Key
3	Watch	Soldier	11	Steel Lance, Door Key
4	Watch	Soldier	11	Iron Lance, Chest Key
5	Soldier	Myrmidon	11	Iron Sword
6	Soldier	Myrmidon	11	Iron Sword

ENEMY REINFORCEMENTS

	TURN	NAME	CLASS	LV	ITEM
7	1	Soldier	Soldier	11	Steel Lance
8	1	Soldier	Soldier	12	Steel Lance
9	1	Soldier	Soldier	12	Steel Lance
10	1	Soldier	Knight	12	Javelin
11	1	Soldier	Knight	12	Javelin
12	1	Soldier	Halberdier	1	Short Spear
13	1	Soldier	Archer	9	Iron Bow
14	1	Soldier	Myrmidon	14	Iron Blade
15	1	Soldier	Myrmidon	11	Iron Sword
16	1	Soldier	Myrmidon	11	Iron Sword
17	1	Soldier	Knight	9	Steel Lance
18	1	Soldier	Mage	11	Fire
19	1	Soldier	Knight	10	Iron Lance
20	1	Soldier	Knight	10	Iron Lance

ALLIES

	NAME	CLASS	LV	ITEMS
1	Sephiran	Bishop	10	-
2	Brom	Knight	8	-
3	Kieran	Axe Knight	12	-
4	Nephenee	Soldier	7	-

STATUE FRAG

VENDOR

ITEM	PRICE
Heal	600
Mend	1,000
Pure Water	900
Vulnerary	300

ARMORY

ITEM	PRICE
Elwind	1,650
Fire	560
Hand Axe	375
Iron Axe	270
Iron Bow	540
Iron Lance	360
Iron Sword	460
Javelin	500
Steel Axe	420
Steel Lance	560
Steel Sword	700
Thunder	600
Wind	520

CREATE A WEAPON

ITEM	KIND
Axe	Iron
Bow	Iron/Steel
Lance	Iron/Slim/Steel/Javelin
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel

PATROLLING GUARD

The guards will sound an alarm if they spot you snooping around (or if they discover an open cage). You can avoid them or eliminate them.

STEALTH ACTION REDEFINED

There are several ways to approach this mission. If you recruit Volke, the Thief, he will open each cell door for a charge of 50 gold per lock. This saves you the time and energy of sacking the guards and stealing their keys. Stingy leaders can opt to smash the jail doors, but it takes several turns. The alternate method is to alert the guards purposely and form a strong defense in the southwest corner; your burly warriors will take the blows while your ranged fighters fire on the attackers from a distance. The most direct path to each cell is marked on the map above. When you open a cage, have Ike speak with the prisoner inside. Be sure to rescue each captive before you escape. There's booty in the various treasure chests, so send a key-bearing troop to unlock each one.



Study the movement of the guards and slip into the cells unnoticed. Have Titania rescue Ike to increase his movement.



You'll earn bonus EX if you rescue the prisoners and escape undetected.



EXCESSIVE USE OF FORCE

The stealth approach is harder to pull off than it looks. If a guard triggers the alarm, lock down your defenses. Refer to the map on page 49 to see reinforcement entrances. Keep your fragile units (magic users and recent recruits of a low level) two spaces behind your hardy troops so bowmen and other enemies with far-reaching attacks don't target them. Lure burly Daein troops to your front line and beat them into submission. Proceed through the prison when the coast is clear.



Oscar and Boyd are two of your toughest units (besides the nearly indestructible Titania). Create a defensive wall and arm them with long-distance weapons like the Javelin and Hand Axe. If an Archer or magic user engages them in combat, they'll be able to fight back and dole out serious damage.

DIFFICULT MODE

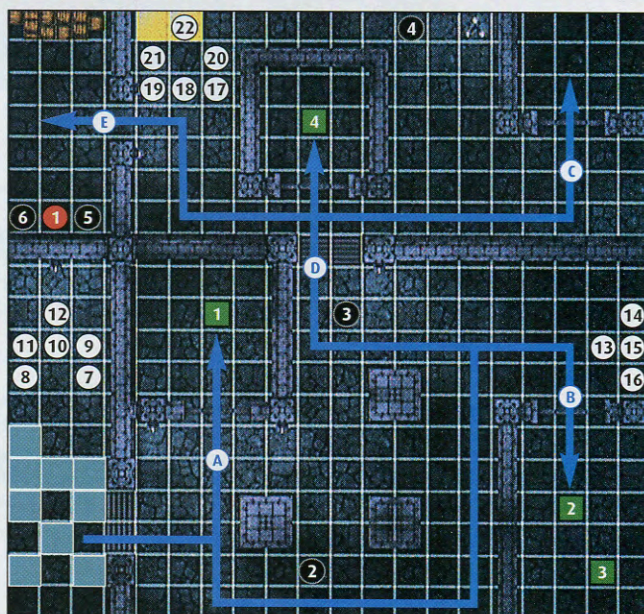
Play it again, Sam. Perhaps your Sam Fisher stealth act worked the first time. Or maybe it didn't. Either way, you can expect things to get more challenging. If you bungle your sneak attack, troops will arrive on the scene in greater numbers than before. Again, your course of action should be slow and steady. Be wary of each guard's line of sight and don't make careless moves. If someone blows the whistle on you, group together and fight off the invasion while protecting your vulnerable characters.

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Danomill	General	3	Steel Blade, Steel Lance, Master Seal
2 Watch	Soldier	11	Iron Lance, Door Key
3 Watch	Soldier	11	Steel Lance, Door Key
4 Watch	Soldier	11	Iron Lance, Chest Key
5 Soldier	Archer	12	Steel Bow, Chest Key
6 Soldier	Archer	12	Steel Bow, Chest Key

ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEM	
7	1	Mercenary	Myrmidon	11	Iron Sword
8	1	Mercenary	Myrmidon	14	Iron Blade
9	1	Soldier	Soldier	9	Steel Lance
10	1	Soldier	Knight	9	Steel Lance
11	1	Soldier	Soldier	12	Iron Lance
12	1	Soldier	Archer	9	Iron Bow
13	1	Soldier	Soldier	10	Iron Lance
14	1	Soldier	Knight	10	Iron Lance
15	1	Soldier	Mage	11	Fire
16	1	Soldier	Knight	10	Iron Lance
17	1	Soldier	Soldier	12	Steel Lance
18	1	Soldier	Soldier	11	Steel Lance
19	1	Soldier	Soldier	12	Steel Lance
20	1	Soldier	Knight	12	Javelin
21	1	Soldier	Knight	12	Javelin
22	1	Soldier	Halberdier	1	Short Spear



ARMORY

ITEM	PRICE
Iron Axe	270
Iron Blade	980
Iron Bow	540
Iron Lance	360
Iron Sword	460
Slim Lance	525
Steel Axe	420
Steel Bow	840
Thunder	600

VENDOR

ITEM	PRICE
Heal	600
Vulnerary	300

CREATE A WEAPON

ITEM	KIND
Axe	Iron
Bow	Iron
Lance	Iron/Slim
Magic	Fire/Thunder/Wind
Sword	Iron/Slim

CHAPTER 11

BLOOD RUNS RED

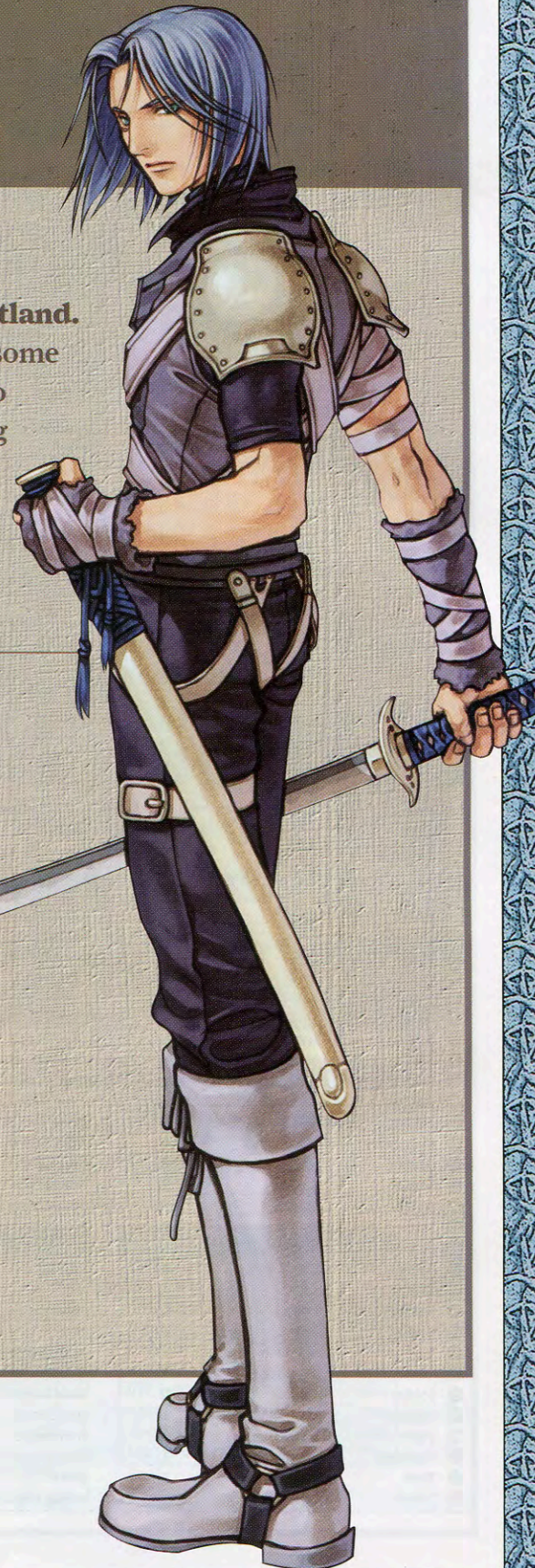
Though leaders of Crimea sought peace with the Laguz before being overrun by Daein, sub-human hatred is still a problem in the Crimean heartland. Ike's traveling companions of the Laguz race prove troublesome when discovered by the townspeople of Toha. And to add to Ike's troubles, Daein troops arrive at the small town looking for the princess. The mercenaries must fight their way through the Daein occupation in Toha and reach a ship that will provide passage to Begnion.

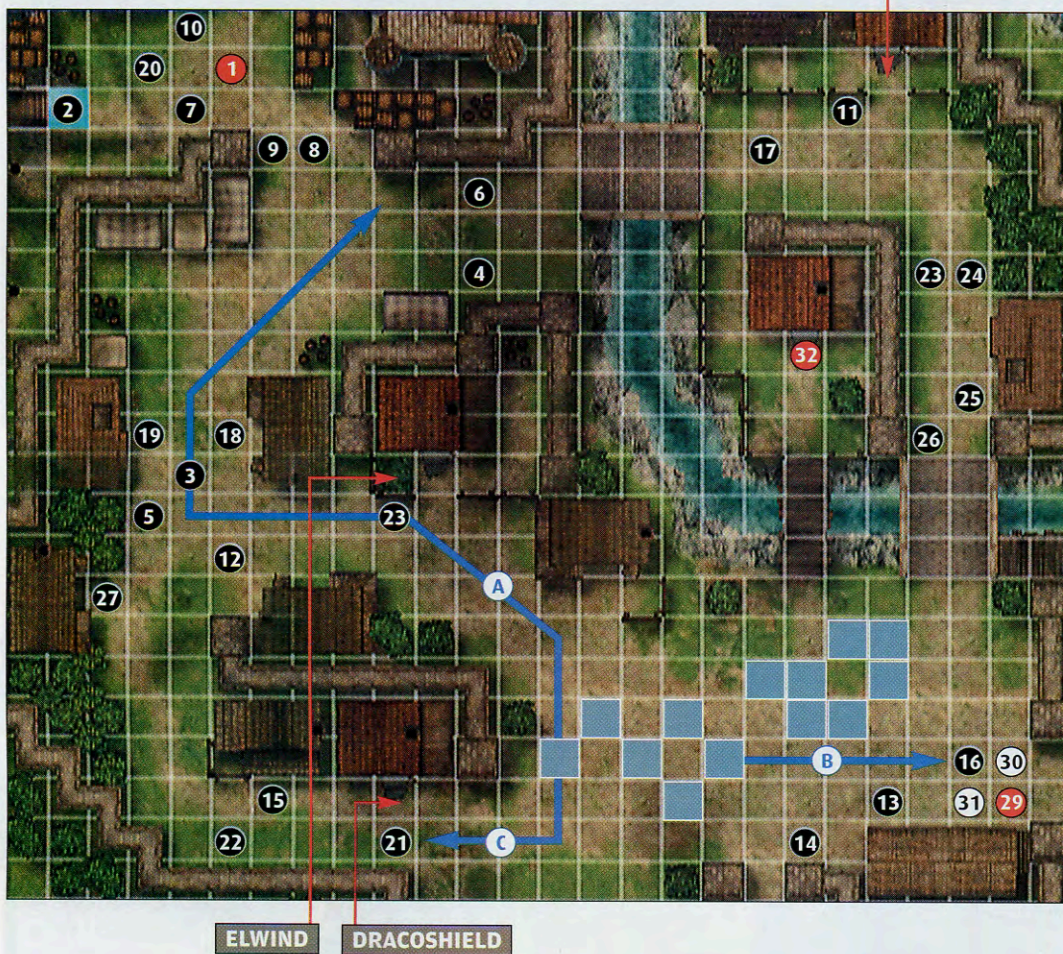
NEW MEMBER



ZIHARK

Zihark the Myrmidon is a Laguz sympathizer working undercover with Toha's vigilantes. Either Mordecai or Lethe must approach Zihark before he will join the mercenaries.





KILLER LANCE

ARMORY

ITEM	PRICE
Elfire	1,800
Elthunder	1,950
Fire	560
Hand Axe	375
Iron Axe	270
Iron Bow	540
Iron Lance	360
Iron Sword	460
Javelin	500
Slim Lance	525
Slim Sword	560
Steel Axe	420
Steel Lance	560
Steel Sword	700
Thunder	600
Wind	520

CREATE A WEAPON

ITEM	KIND
Axe	Iron/Steel/Hand
Bow	Iron/Steel
Lance	Iron/Slim/Steel/Javelin
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel

VENDOR

ITEM	PRICE
Heal	600
Mend	1,000
Vulnerary	300

BLACK KNIGHT'S ENTRANCE

The fearsome Black Knight will emerge from a home after you fight the boss.

STARTING ENEMIES

	NAME	CLASS	LV	ITEMS
1	Mackoya	Paladin	5	Laguzslayer, Iron Bow, Master Seal
2	Soldier	Knight	13	Javelin
3	Soldier	Lance Knight	14	Steel Lance
4	Soldier	Lance Knight	13	Steel Lance
5	Soldier	Lance Knight	13	Steel Lance
6	Soldier	Lance Knight	12	Steel Lance
7	Soldier	Lance Knight	12	Steel Lance
8	Soldier	Sword Knight	13	Steel Sword
9	Soldier	Sword Knight	13	Steel Sword
10	Soldier	Sword Knight	13	Steel Sword
11	Mercenary	Myrmidon	9	Steel Sword
12	Soldier	Knight	13	Steel Lance
13	Soldier	Soldier	10	Steel Lance
14	Soldier	Soldier	10	Steel Lance
15	Soldier	Soldier	10	Steel Lance
16	Soldier	Soldier	9	Steel Lance
17	Soldier	Bow Knight	11	Iron Bow
18	Soldier	Archer	10	Iron Bow
19	Soldier	Priest	12	Heal
20	Soldier	Priest	12	Heal
21	Mercenary	Myrmidon	7	Iron Sword
22	Mercenary	Myrmidon	7	Iron Sword
23	Soldier	Soldier	12	Steel Lance
24	Vigilante	Myrmidon	1	Iron Sword
25	Vigilante	Myrmidon	1	Iron Sword
26	Vigilante	Myrmidon	2	Iron Sword
27	Thief	Thief	3	Knife
28	Zihark	Myrmidon	10	Killing Edge, Steel Sword, Vulnerary

ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEMS	
29	5	Jill	Wyvern Rider	8	Steel Lance, Laguzguard, Vulnerary
30	5	Soldier	Wyvern Rider	12	Iron Lance
31	5	Soldier	Wyvern Rider	12	Iron Lance
32	1*	Black Knight	General	20	Alondite

*Appears after you speak to Mackoya

PROTECT THE VILLAGE

There are several useful items at key points in the village (see the map above), but to claim these goodies you must make haste to the homes before the roving Thief snatches them. Before you leave the start point, rearrange your party and place Titania and Oscar farthest to the west. Move your Paladin to the center home and block the doorway, and guard the southern home with your other mounted unit to fend off attackers.



While your mounted units are busy protecting the homes from enemies, wipe out the cluster of bad guys in the southeast with your main party before you split it up.



CLEANING UP

Order your Laguz to the northeast to speak with Zihark. Once he agrees to follow you, proceed to the nearby home. Send Zihark inside to chat with the owner; if you send in a Laguz, the bigoted human will throw the "sub-humans" out on the street. Clear the northern zone of the remaining enemies before rejoining the rest of your party.



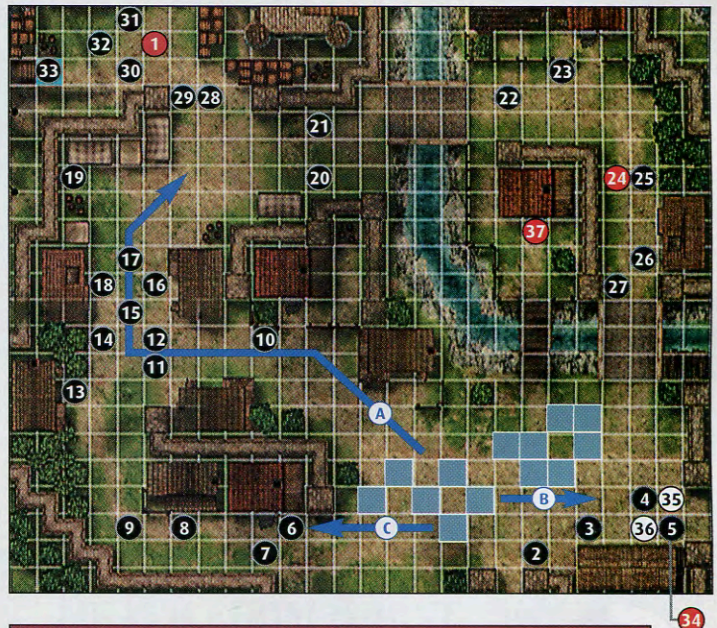
The Black Knight will emerge from a house and target your closest units. Flee west and rejoin your comrades; avoid contact with the deadly warrior, or you'll risk losing a party member.

DIFFICULT MODE

This town's getting crowded. An additional Thief will attempt to steal what's rightfully yours, so again the course of action is to block the southern and central homes with your mounted units as fast as you can. Since the map is densely populated with enemies, it'll take you a bit longer to cut through their numbers. Press through the streets, destroying the opposition. Steer clear of the Black Knight when he pokes his nasty head outside, or he'll mop the earth with one of your friends.

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Mackoya	Paladin	5	Laguzslayer, Iron Bow, Master Seal
2 Soldier	Soldier	10	Steel Lance
3 Soldier	Soldier	10	Steel Lance
4 Soldier	Soldier	9	Steel Lance
5 Soldier	Lance Knight	11	Steel Lance
6 Vigilante	Fighter	1	Iron Axe
7 Vigilante	Fighter	1	Hand Axe
8 Mercenary	Myrmidon	9	Steel Sword
9 Soldier	Lance Knight	13	Steel Lance
10 Soldier	Lance Knight	12	Steel Lance
11 Soldier	Knight	13	Steel Lance
12 Soldier	Knight	13	Steel Lance
13 Thief	Thief	3	Knife
14 Soldier	Lance Knight	13	Steel Lance
15 Soldier	Lance Knight	14	Steel Lance
16 Soldier	Mage	12	Wind
17 Soldier	Mage	12	Fire
18 Soldier	Priest	12	Heal
19 Thief	Thief	6	Knife
20 Soldier	Lance Knight	13	Steel Lance
21 Soldier	Lance Knight	12	Steel Lance
22 Soldier	Bow Knight	11	Iron Bow
23 Mercenary	Myrmidon	9	Steel Sword
24 Zihark	Myrmidon	10	Killing Edge, Steel Sword, Vulnerary
25 Vigilante	Myrmidon	1	Iron Sword
26 Vigilante	Myrmidon	1	Iron Sword
27 Vigilante	Myrmidon	2	Iron Sword
28 Soldier	Sword Knight	13	Steel Sword
29 Soldier	Sword Knight	13	Steel Sword
30 Soldier	Lance Knight	12	Steel Lance
31 Soldier	Sword Knight	13	Steel Sword
32 Soldier	Priest	12	Heal
33 Soldier	Knight	13	Javelin



ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEMS	
34	5	Jill	Wyvern Rider	8	Steel Lance, Laguzguard, Vulnerary
35	5	Soldier	Wyvern Rider	12	Iron Lance
36	5	Soldier	Wyvern Rider	12	Iron Lance
37	1	Black Knight	General	20	Alondite

VENDOR

ITEM	PRICE
Heal	600
Vulnerary	300

CREATE A WEAPON

ITEM	INGREDIENTS
Axe	Iron
Bow	Iron
Lance	Iron/Slim
Magic	Fire/Thunder/Wind
Sword	Iron/Slim

ARMORY

ITEM	PRICE
Fire	560
Hand Axe	375
Iron Axe	270
Iron Bow	540
Iron Lance	360
Iron Sword	460
Knife	480
Steel Lance	560
Steel Sword	700

CHAPTER 12

A STRANGE LAND

Greil's mercenaries embark on a two-month journey to Begnion by sea in the care of Nasir, the ship's captain. En route around the southwest shores of Tellius, a group of ravens begin circling the ship. They are members of the Laguz bird tribe of Kilvas, and are bent on looting the vessel and killing all aboard. When Nasir's ship gets stuck in the reefs of the Goldoan shores, the ravens strike hard—Ike's troops must defend themselves against the flying Laguz before the journey to Begnion can resume.

NEW MEMBERS



SOTHE

Sothe, a stowaway, can be added to your party via the Info menu before battle. The Thief is inexperienced, but he will pick locked doors and chests for free (unlike Volke).

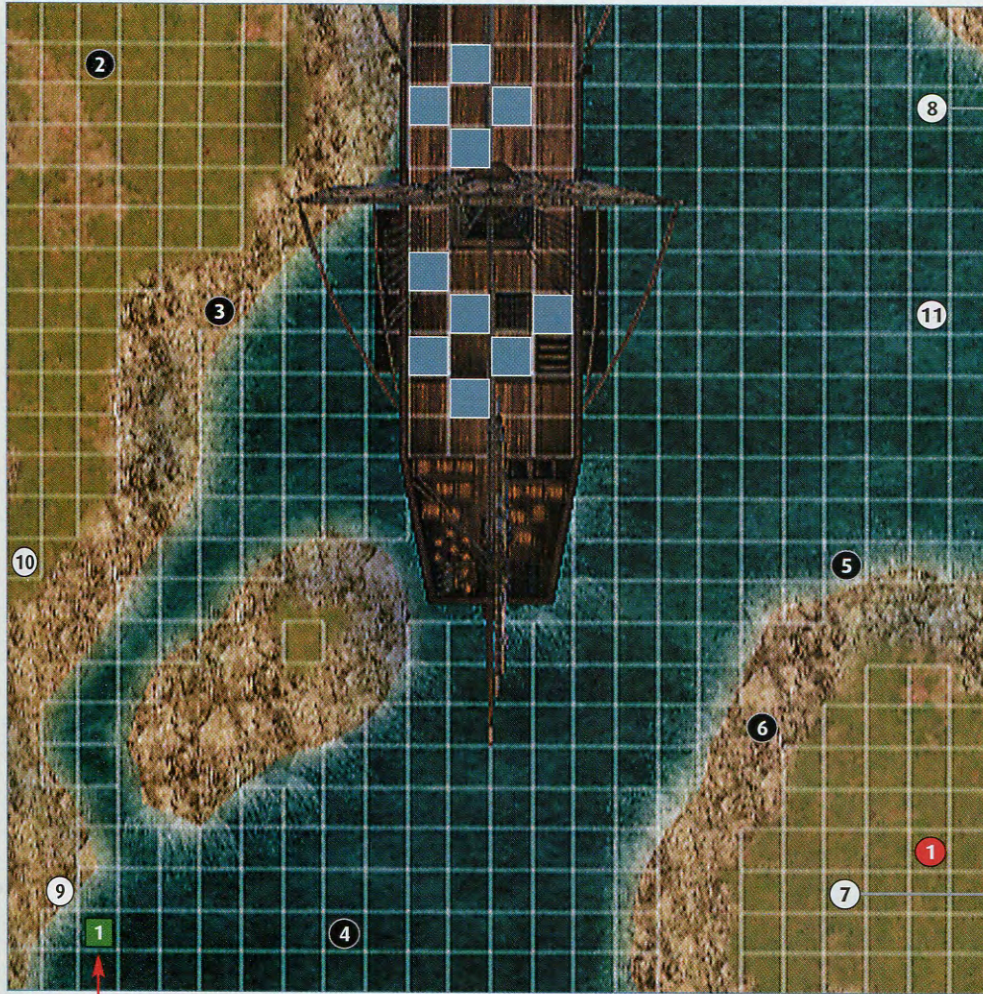


JILL

Jill Fizzart, a Wyvern Rider of Daein, will join the mercenaries midbattle. Jill has a strong Defense, but is vulnerable to Wind magic and to bow attacks.



ALLIES: 10 | ENEMIES: 6



ARMORY

ITEM	PRICE
Elfire	1,800
Elwind	1,650
Fire	560
Hand Axe	375
Iron Axe	270
Iron Blade	980
Iron Bow	540
Javelin	500
Longbow	2,000
Steel Axe	420
Steel Bow	840
Steel Lance	560
Steel Sword	700
Thunder	600

VENDOR

ITEM	PRICE
Heal	600
Mend	1,000
Vulnerary	300

CREATE A WEAPON

ITEM	KIND
Axe	Iron/Steel/Hand
Bow	Iron/Steel
Lance	Iron/Slim/Steel/Javelin
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel

JILL ARRIVES



Jill enters the area during the second turn. Position Ike so he can speak with her when she approaches the ship.

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Seeker	Bird Tribe/Raven	8	Beak, Blue Gem, Demi Band, Elixir
2 Soldier	Bird Tribe/Raven	4	Beak, Coin
3 Soldier	Bird Tribe/Raven	2	Beak, Laguz Stone
4 Soldier	Bird Tribe/Raven	2	Beak, Coin
5 Soldier	Bird Tribe/Raven	3	Beak, Seraph Robe
6 Soldier	Bird Tribe/Raven	4	Beak, Coin

ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEMS
7 3	Soldier	Bird Tribe/Raven	4	Beak, Secret Book
8 5	Soldier	Bird Tribe/Raven	3	Beak
9 5	Soldier	Bird Tribe/Raven	3	Beak, Coin
10 7	Soldier	Bird Tribe/Raven	1	Beak, Arms Scroll
11 9	Soldier	Bird Tribe/Raven	2	Beak, Coin
12 11	Soldier	Bird Tribe/Raven	4	Beak, Secret Book
13 13	Soldier	Bird Tribe/Raven	3	Beak

ALLY

NAME	CLASS	LV	ITEMS
1 Jill	Wyvern Rider	8	Steel Lance, Laguzguard, Vulnerary

DEATH FROM ABOVE

Your band of mercenaries is a sitting duck in the water. Members of the Laguz bird tribe will swoop in and attack you from all sides, so you'll need to form a defensive wall around your Mages to keep them safe. Retaliate with magic, bows, Hand Axes and Javelins to fend them off. Heal your troops when necessary, but keep tabs on enemy movement range. If you absolutely must position your healer in a danger zone, have another unit rescue him once he's done working his mojo.



Flying units are vulnerable to ranged attacks from bows and Mage spells (especially Wind magic). Hit 'em hard when they're within striking distance.

JOIN THE PARTY!

At the end of the second turn, Jill will arrive from the south. After she converses with Ike, she'll join forces with Greil's mercenaries and fight. With her on your team, you'll have an easier time wiping out the rest of the feathered fiends.



Have Jill assist your teammates once she reaches the ship. Hold your ground and defend the weakest members until you've crushed your enemies.

JUST ONE MORE....

It's possible to eliminate every last opponent in fewer than 11 turns, but if you zip to victory too quickly, you'll miss out on some extras. Take your time and hold out for the enemy to send in reinforcements, then swipe the Secret Book.



The boss is one tough mutha, so approach this fight with caution. Heal to full capacity before squaring off.

DIFFICULT MODE

Safety in numbers is the name of the game. You must fend off additional aerial threats. As you did in Normal mode, protect your Mages inside a defensive wall. Use ranged attacks to blast your foes from the sky and monitor the health of your members following each scrap. Send Jill, your newfound friend, where she's needed most to bolster your defense. Expect more reinforcements to arrive than in Normal mode. You can choose to hold out until the 11th round, but if things get hairy you may wish to eliminate the last flapping foe earlier.

CREATE A WEAPON

ITEM	KIND
Axe	Iron
Bow	Iron
Lance	Iron/Slim
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim

ARMORY

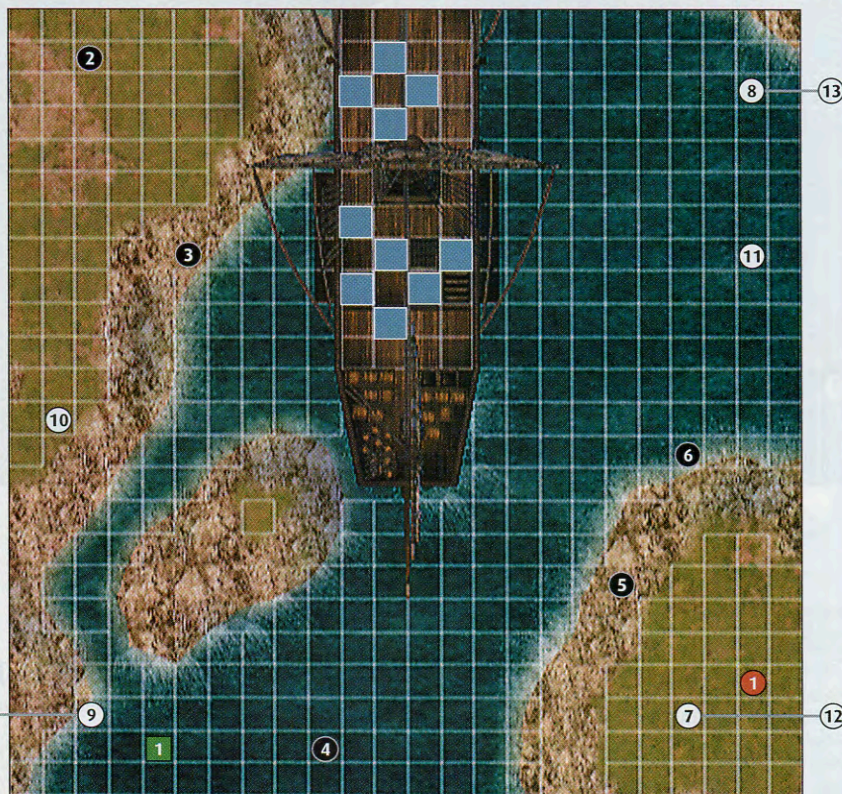
ITEM	PRICE
Hand Axe	500
Iron Axe	270
Iron Bow	540
Iron Lance	360
Iron Sword	460
Steel Axe	420
Steel Bow	840
Thunder	600
Wind	520

VENDOR

ITEM	PRICE
Heal	600
Mend	1,000
Vulnerary	300

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Seeker	Bird Tribe/Raven	8	Beak, Blue Gem, Demi Band, Elixir
2 Soldier	Bird Tribe/Raven	4	Beak, Arms Scroll
3 Soldier	Bird Tribe/Raven	5	Beak
4 Soldier	Bird Tribe/Raven	2	Beak, Coin
5 Soldier	Bird Tribe/Raven	5	Beak, Laguz Stone
6 Soldier	Bird Tribe/Raven	4	Beak



ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEMS
7	3	Soldier	Bird Tribe/Raven	4 Beak, Secret Book
8	5	Soldier	Bird Tribe/Raven	3 Beak
9	5	Soldier	Bird Tribe/Raven	3 Beak, Seraph Robe
10	8	Soldier	Bird Tribe/Raven	3 Beak, Coin
11	10	Soldier	Bird Tribe/Raven	4 Beak, Coin
12	12	Soldier	Bird Tribe/Raven	4 Beak, Secret Book
13	14	Soldier	Bird Tribe/Raven	3 Beak
14	14	Soldier	Bird Tribe/Raven	3 Beak, Seraph Robe

CHAPTER 13

A GUIDING WIND

After some unexpected help from the wondrous Laguz dragons of Goldoa, Greil's mercenaries continue on their journey to Begnion. Before they reach their destination, they come upon a skirmish between the Pegasus Knights of Begnion and a host of unidentified enemies. Ike agrees to defend the Begnion ship while the Pegasus Knights search frantically for their lost apostle, the empress of Begnion.

NEW MEMBERS



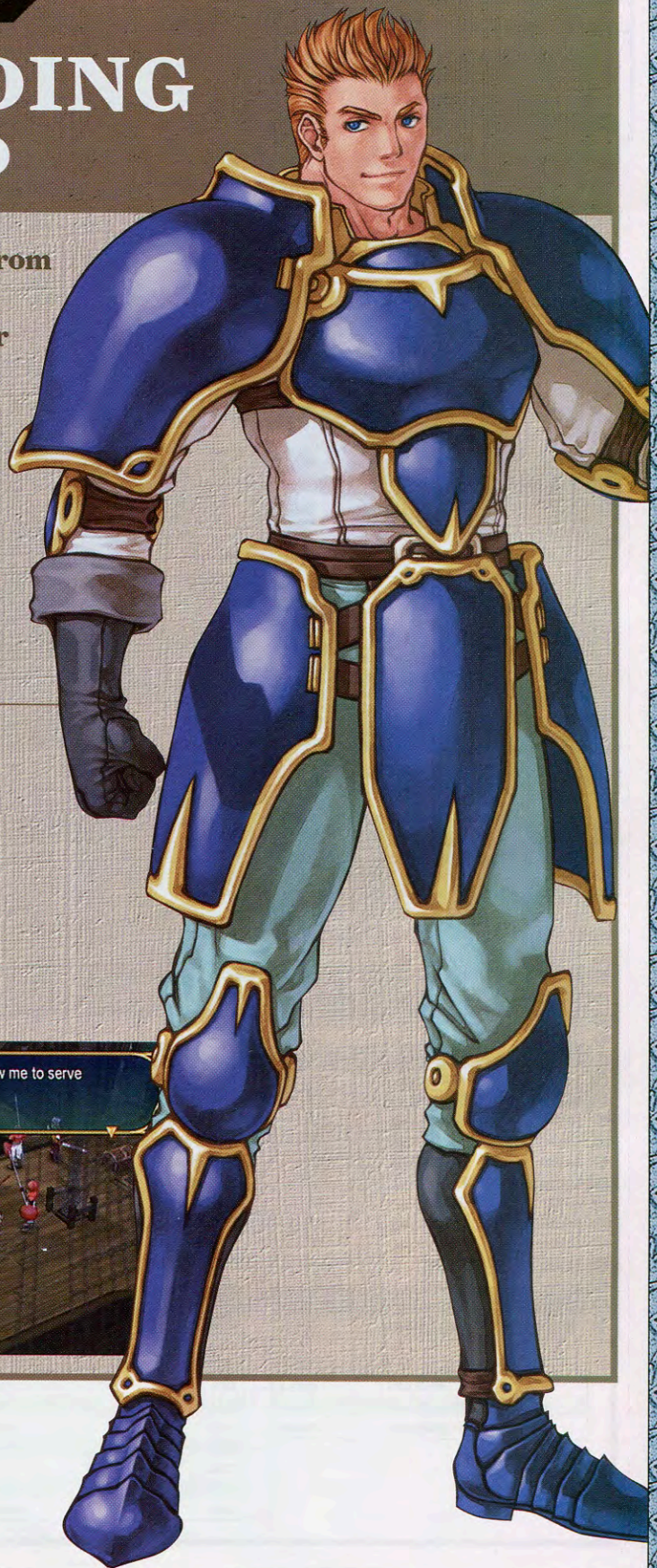
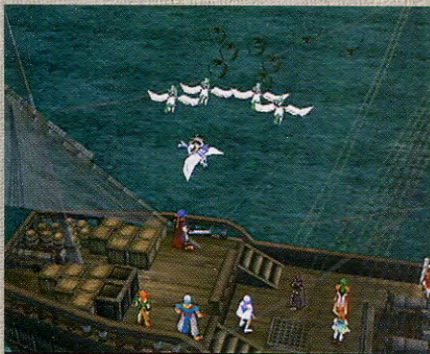
ASTRID

Astrid of House Damiell, though of noble birth, is able and willing to take to the battlefield. If you have Ike talk to Astrid, she'll lend her bow skills to the mercenaries.

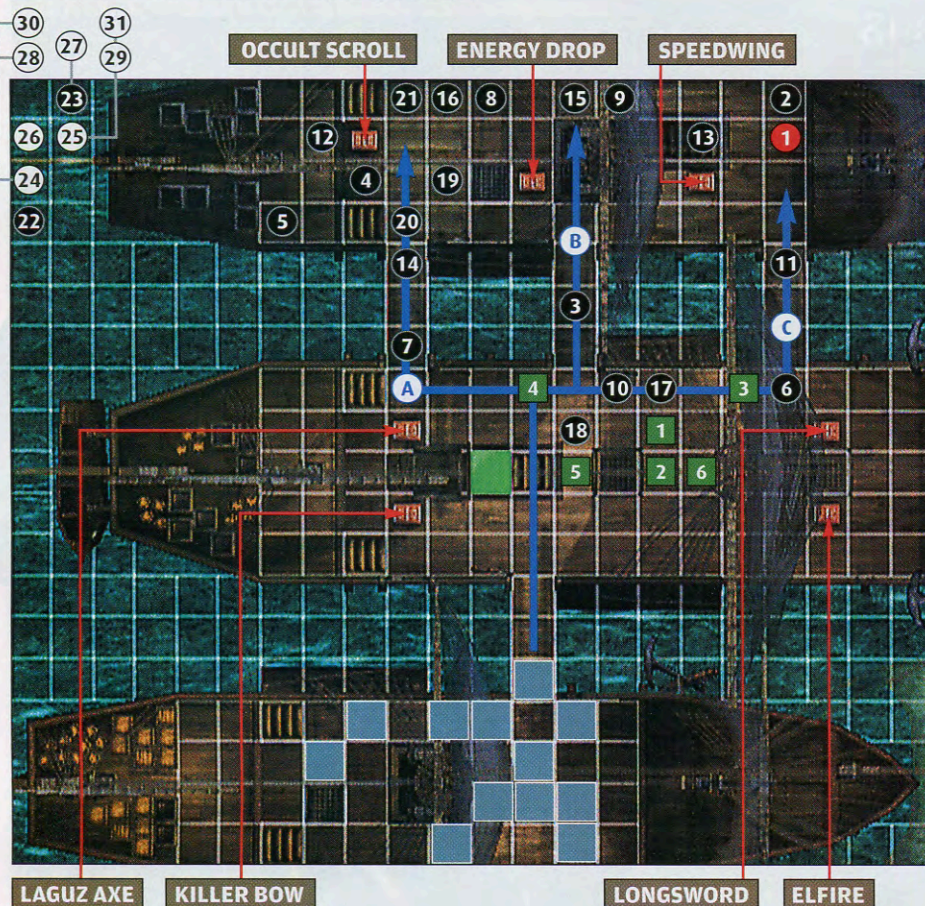


GATRIE

Gatrie's new employer, Astrid, is the only one who can convince him to rejoin the mercenaries. Gatrie's ability to take a beating makes him a great frontline unit.



ALLIES: 12 | ENEMIES: 23



PROTECT THE ALLIES



Gatrie and Astrid are stationed on the middle ship. You must act quickly to recruit them to your side, or they'll fall prey to the enemies patrolling the harbor. Move your forces north and speak with Astrid first; she's the weaker warrior and won't last long without your help. After you've recruited her, have her speak with Gatrie—he'll join your party, as well. Split into three groups and snatch the treasure before your foes do.

ENEMY REINFORCEMENTS

	TURN	NAME	CLASS	LV	ITEM
24	5	Soldier	Laguz/Raven	2	Beak
25	5	Soldier	Laguz/Raven	2	Beak
26	6	Soldier	Laguz/Raven	4	Beak
27	6	Soldier	Laguz/Raven	2	Beak
28	7	Soldier	Laguz/Raven	2	Beak
29	7	Soldier	Laguz/Raven	2	Beak
30	9	Soldier	Laguz/Raven	2	Beak
31	9	Soldier	Laguz/Raven	2	Beak

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Norris	Sniper	5	Longbow, Steel Bow
2 Soldier	Mage	11	Thunder
3 Soldier	Halberdier	3	Javelin
4 Soldier	Myrmidon	14	Iron Sword
5 Soldier	Myrmidon	13	Steel Sword
6 Soldier	Myrmidon	13	Steel Sword
7 Soldier	Myrmidon	11	Steel Sword
8 Soldier	Mage	11	Fire
9 Soldier	Archer	11	Steel Bow
10 Soldier	Archer	10	Iron Bow
11 Soldier	Halberdier	2	Javelin
12 Soldier	Soldier	13	Steel Lance
13 Soldier	Soldier	13	Steel Lance
14 Soldier	Soldier	13	Javelin
15 Soldier	Myrmidon	12	Killing Edge
16 Soldier	Fighter	12	Hammer
17 Soldier	Soldier	12	Iron Lance
18 Soldier	Soldier	10	Iron Lance
19 Soldier	Myrmidon	12	Iron Sword
20 Soldier	Archer	15	Longbow
21 Soldier	Fighter	10	Hand Axe
22 Soldier	Laguz/Raven	3	Beak
23 Soldier	Laguz/Raven	2	Beak

ARMORY

ITEM	PRICE
Elthunder	1,950
Elwind	1,650
Hand Axe	375
Iron Blade	980
Iron Bow	540
Iron Lance	360
Iron Sword	460
Javelin	500
Knife	480
Steel Axe	420
Steel Bow	840
Steel Lance	560
Thunder	600
Wind	520

VENDOR

ITEM	PRICE
Heal	600
Mend	1,000
Pure Water	900
Vulnerary	300

CREATE A WEAPON

ITEM	KIND
Axe	Iron/Steel/Hand
Bow	Iron/Steel
Lance	Iron/Slim/Steel/Javelin
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel

ALLIES

NAME	CLASS	LV	ITEMS
1 Gatrie	Knight	*	Steel Lance, Vulnerary
2 Astrid	Bow Knight	1	Iron Bow, Knight Ward, Vulnerary
3 Soldier	Soldier	12	Steel Lance, Javelin
4 Soldier	Soldier	11	Steel Lance, Javelin, Vulnerary
5 Soldier	Soldier	11	Steel Lance, Javelin, Vulnerary
6 Soldier	Soldier	8	Steel Lance, Javelin

*Gatrie will be at the level he was when he left in Chapter 7.

WHEN PUSH COMES TO SHOVE



When time is of the essence, you can shove nearby characters to get them to their destination faster than normal. Move a character south of Ike and then shove him one square to the north. You can repeat this process with multiple party members until it's Ike's turn. Use this technique to reach Astrid ahead of your enemies.

KEEP YOUR EYE ON THE BOOTY



Enemy reinforcements will stream in from the fifth turn onward, and they'll make a run for the remaining treasures. Split up your party and grab the contents of each chest before your winged foes do. If one of the Laguz birds steals a prize, you can recover it by slaying that character. Once you collect every last item from the trunks, your pursuers will give up the chase and leave the area.

DIFFICULT MODE

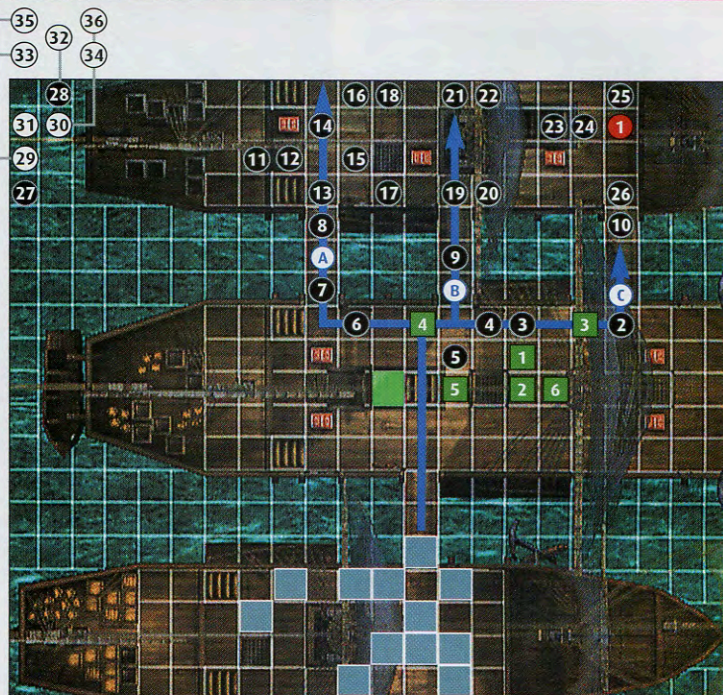
Don't waste any moves. The high seas are brimming with Daein scallywags and winged scoundrels, complicating your recruitment effort. As you did in Normal mode, push Ike north and recruit Astrid as quickly as possible, then convince Gatrie to join your party. Even more winged creatures will make a run for the treasure, so do all you can to claim the goods first. Party members holding a Chest Key (or any Thieves in your group) should move ahead while your ranged units cover them from behind.

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Norris	Sniper	5	Longbow, Steel Bow
2 Soldier	Myrmidon	13	Steel Sword
3 Soldier	Soldier	12	Iron Lance
4 Soldier	Archer	10	Iron Bow
5 Soldier	Soldier	10	Iron Lance
6 Soldier	Soldier	10	Iron Lance
7 Soldier	Myrmidon	11	Steel Sword
8 Soldier	Halberdier	2	Javelin
9 Soldier	Halberdier	3	Javelin
10 Soldier	Halberdier	2	Javelin
11 Soldier	Soldier	13	Steel Lance
12 Soldier	Myrmidon	14	Iron Sword
13 Soldier	Soldier	13	Javelin
14 Soldier	Soldier	14	Steel Lance
15 Soldier	Myrmidon	12	Iron Sword
16 Soldier	Fighter	12	Hammer
17 Soldier	Fighter	13	Steel Axe
18 Soldier	Mage	11	Fire
19 Soldier	Myrmidon	13	Iron Blade
20 Soldier	Archer	12	Steel Bow
21 Soldier	Myrmidon	12	Killing Edge
22 Soldier	Archer	11	Steel Bow
23 Soldier	Soldier	13	Steel Lance
24 Soldier	Mage	13	Thunder
25 Soldier	Mage	11	Thunder
26 Soldier	Archer	15	Steel Bow
27 Soldier	Laguz/Raven	3	Beak, Coin
28 Soldier	Laguz/Raven	2	Beak

VENDOR

ITEM	PRICE
Heal	600
Mend	1,000
Vulnerary	300



ENEMY REINFORCEMENTS

	TURN	NAME	CLASS	LV	ITEMS
29	5	Soldier	Laguz/Raven	2	Beak
30	5	Soldier	Laguz/Raven	2	Beak, Coin
31	6	Soldier	Laguz/Raven	4	Beak, Coin
32	6	Soldier	Laguz/Raven	2	Beak
33	7	Soldier	Laguz/Raven	2	Beak
34	7	Soldier	Laguz/Raven	2	Beak, Coin
35	9	Soldier	Laguz/Raven	2	Beak
36	9	Soldier	Laguz/Raven	2	Beak, Coin

ARMORY

ITEM	PRICE
Fire	560
Knife	480
Iron Axe	270
Iron Bow	540
Iron Lance	360
Iron Sword	460
Light	800
Steel Lance	560
Steel Sword	700

CREATE A WEAPON

ITEM	KIND
Axe	Iron
Bow	Iron
Lance	Iron/Slim
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim

CHAPTER 14

TRAINING

In an attempt to find favor in the eyes of the apostle Sanaki, Ike agrees to take on a job that Sanaki proposes. Greil's mercenaries depart from Sienne, the luxurious capital of Begnion, and head into the old country looking for a group of bandits. Ike does not know the content of the cargo that he has been asked to apprehend, but he must carry out the mission regardless to help the cause of Princess Elinia—her negotiations with the apostle for aid to Crimea may depend on the mercenaries' success.

NEW MEMBER



MAKALOV

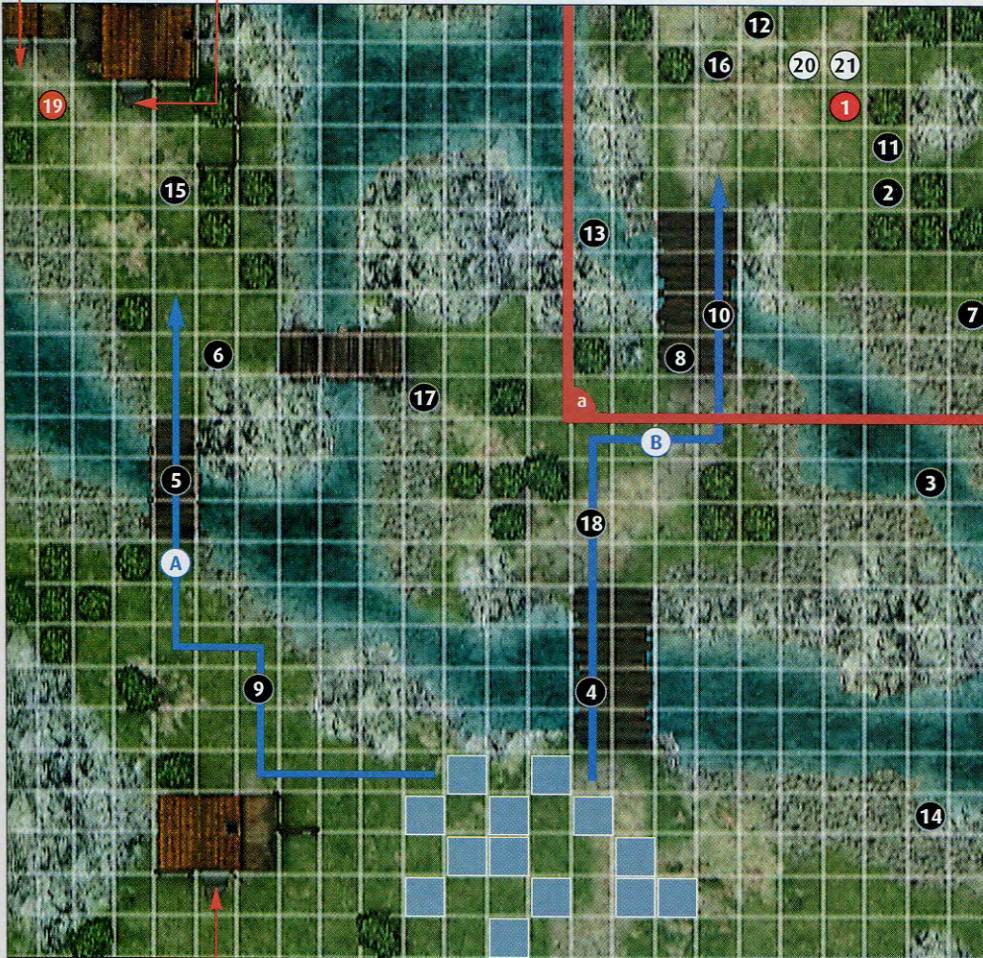
Marcia's brother, Makalov, is in debt up to his ears and is being forced to fight with the Begnion bandits. Makalov will join the mercenaries only at the urging of his sister.



ALLIES: 13 | ENEMIES: 19

SECRET BOOK

VANTAGE SCROLL



SPIRIT DUST

ARMORY

ITEM	PRICE
Elfire	1,800
Fire	560
Hand Axe	375
Iron Axe	270
Iron Blade	980
Iron Bow	540
Javelin	500
Light	800
Shine	2,100
Steel Axe	420
Steel Blade	700
Steel Bow	840
Steel Lance	560
Steel Sword	700

VENDOR

ITEM	PRICE
Antitoxin	450
Heal	600
Mend	1,000
Pure Water	900
Restore	2,000
Vulnerary	300

CREATE A WEAPON

ITEM	KIND
Axe	Iron/Steel/Hand
Bow	Iron/Steel
Lance	Iron/Slim/Steel/Javelin
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Gashilama	Berserker	4	Killer Axe, Vulnerary
2 Peddler	Bandit	13	Steel Axe
3 Peddler	Bandit	13	Venin Axe, Antitoxin
4 Peddler	Fighter	13	Steel Axe
5 Peddler	Fighter	13	Steel Axe
6 Peddler	Myrmidon	12	Iron Blade, Vulnerary
7 Peddler	Fighter	12	Venin Axe, Antitoxin
8 Peddler	Fighter	12	Poleax
9 Peddler	Bandit	13	Iron Axe
10 Peddler	Mage	13	Fire
11 Peddler	Mage	13	Fire
12 Peddler	Fighter	15	Steel Axe
13 Peddler	Bandit	13	Venin Axe
14 Peddler	Bandit	10	Hand Axe
15 Peddler	Lance Knight	10	Laguz Lance
16 Peddler	Archer	11	Laguz Bow
17 Peddler	Archer	10	Iron Bow, Vulnerary
18 Peddler	Bandit	11	Iron Axe
19 Makalov	Sword Knight	10	Steel Sword, Red Gem

ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEM
20 zone a	Feral One	Beast Tribe/Tiger	3	Claw
21 zone a	Feral One	Beast Tribe/Tiger	3	Claw

HOUSE PARTY



Send Titania, Marcia and another mounted unit to the northwest. You must reach and secure the homes as fast as you can, otherwise bandits will ransack them. The remainder of your forces should press to the north with your strongest troops up front and your ranged fighters and magic users in the rear. Leave a small band of fighters near the starting point to deal with the lone bandit to the east.

BROTHER MAKALOV



Marcia's brother, Makalov, guards the northwest corner. Send Marcia to speak with him before he attacks your group. After some conversation, he'll join you.

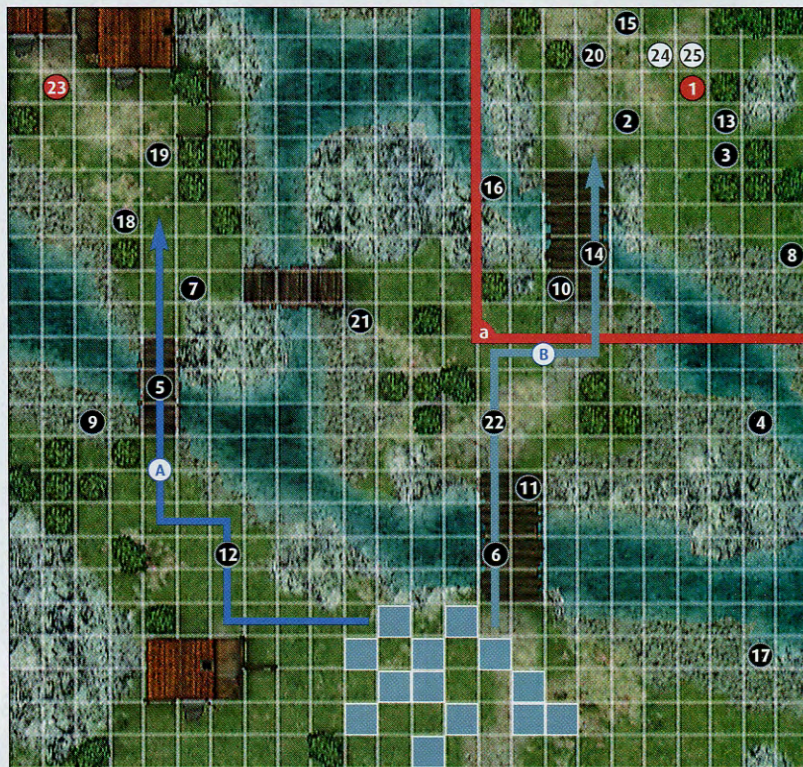
SHIPE FROM AFAR

You can eliminate the remaining enemies (and the boss, for that matter) from afar using ranged attacks once you reach the island in the northeast. Target the stationary Laguz first and whittle their health down to nothing, then pursue the other foes. Don't risk injuring party members while fighting the boss; use the same ranged attacks to win. You'll net a Killer Axe as your prize for a job well done.



DIFFICULT MODE

The fog conceals many dangers. You'll face more enemies along both paths—don't get distracted from your immediate goals. Send a three-unit force of two mounted warriors and Marcia along the path to the northwest (marked A on the map). Visit the homes before the bandits raze them, then recruit Makalov. The remainder of your units should not cross into zone A until your troops in the northwest rejoin them on the central island. Snipe your foes from a distance as you approach the boss, then direct the ranged assault at the head honcho.



STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Gashilama	Berserker	4	Killer Axe, Vulnerary
2 Peddler	Bandit	14	Venin Axe
3 Peddler	Bandit	13	Steel Axe
4 Peddler	Bandit	13	Venin Axe, Antitoxin
5 Peddler	Fighter	13	Steel Axe
6 Peddler	Fighter	13	Steel Axe
7 Peddler	Myrmidon	12	Iron Blade, Vulnerary
8 Peddler	Fighter	12	Venin Axe, Antitoxin
9 Peddler	Fighter	14	Steel Axe
10 Peddler	Fighter	12	Poleax
11 Peddler	Bandit	12	Iron Axe
12 Peddler	Bandit	13	Iron Axe
13 Peddler	Mage	13	Fire
14 Peddler	Mage	13	Fire
15 Peddler	Fighter	15	Steel Axe
16 Peddler	Bandit	13	Venin Axe
17 Peddler	Bandit	10	Hand Axe
18 Peddler	Sword Knight	11	Iron Sword
19 Peddler	Lance Knight	10	Laguz Lance
20 Peddler	Archer	11	Laguz Bow
21 Peddler	Archer	10	Iron Bow, Vulnerary
22 Peddler	Bandit	11	Iron Axe
23 Makalov	Sword Knight	10	Steel Sword, Red Gem

ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEM
24 zone a	Feral One	Beast Tribe/Tiger	3	Claw
25 zone a	Feral One	Beast Tribe/Tiger	4	Claw

ARMORY

ITEM	PRICE
Hand Axe	375
Iron Axe	270
Iron Bow	540
Iron Lance	360
Iron Sword	460
Slim Lance	525
Steel Axe	420
Steel Bow	840
Thunder	600

CREATE A WEAPON

ITEM	KIND
Axe	Iron/Steel
Bow	Iron/Steel
Lance	Iron/Slim/Steel
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel

VENDOR

ITEM	PRICE
Antitoxin	450
Heal	600
Mend	1,000
Torch (Item)	500
Torch (Staff)	1,000
Vulnerary	300

CHAPTER 15

THE FERAL FRONTIER

The apostle's next job for the mercenaries leads them to Grann Desert, a wasteland of ruins and home to a supposed band of Thieves. To Ike's surprise, the enemy group consists mostly of Laguz that have been living among the ruins of a race known as the Zunanma. Ike's company is forced into battle with the refugees, though the mercenaries will soon learn the truth behind the apostle's requests.

NEW MEMBERS



STEFAN

Recruiting Stefan the Swordmaster into your party requires you to stand in a precise place on the map with either Lethe or Mordecai (see page 64).



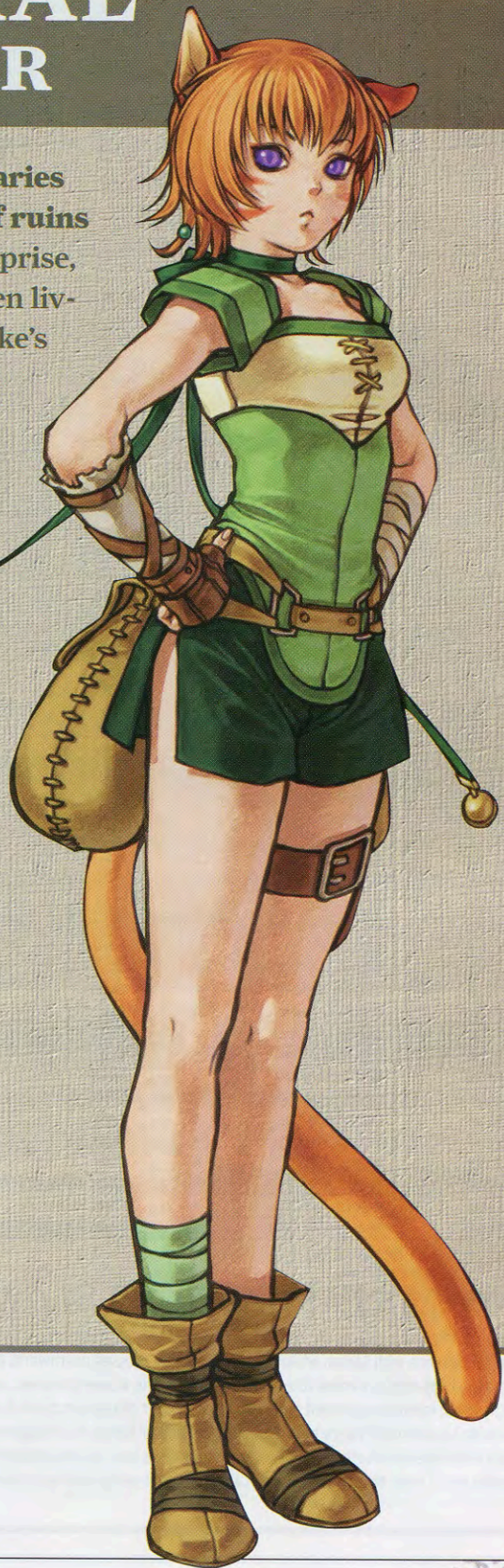
TORMOD

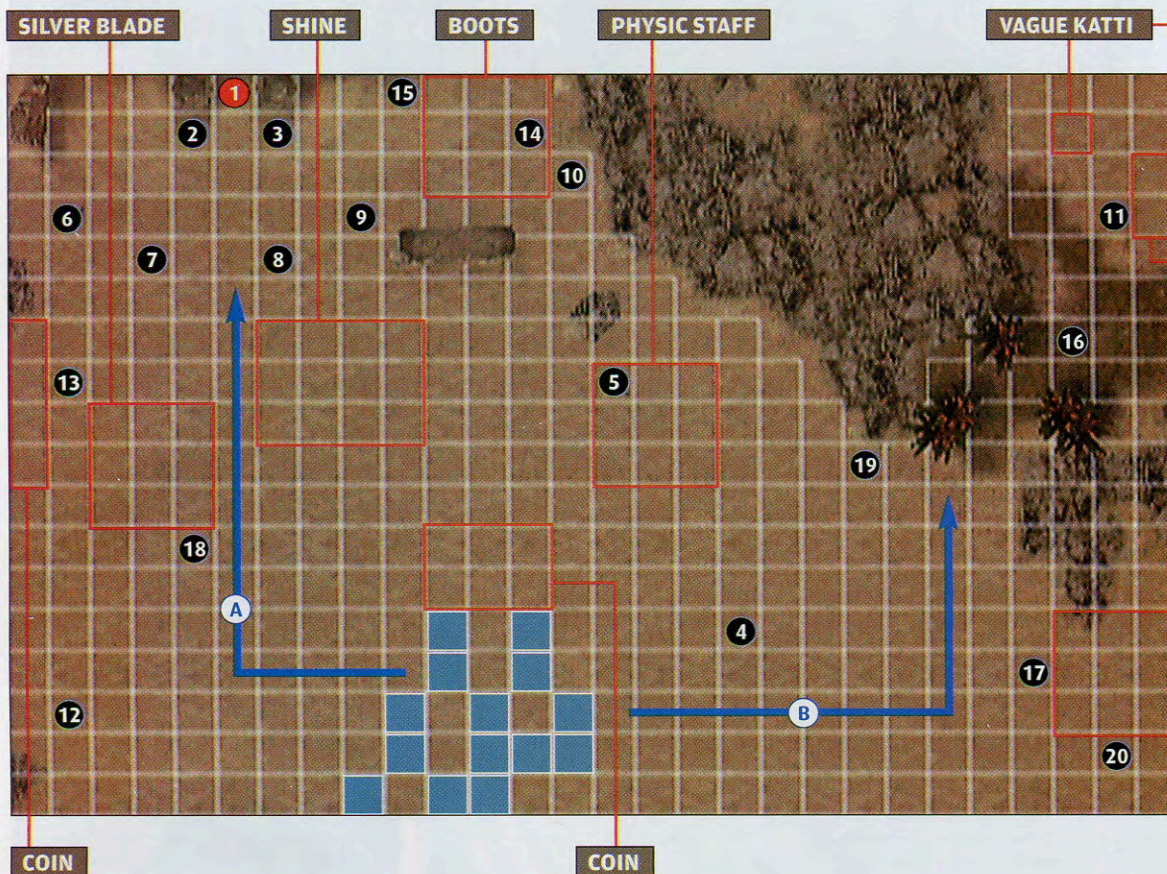
Tormod, the leader of the Laguz Emancipation Army, will join the mercenaries after the battle. Tormod is an inexperienced Mage, but his ability to wield Fire magic will be useful.



MUARIM

Muarim, a Laguz of the beast tribe, has been fighting to free his fellow Laguz who are enslaved in Begnion. Muarim is a powerful fighter, but like all beast Laguz, he's weak to fire.




STEFAN APPEARS

Stefan will appear if you enter this zone with one of your Laguz. Recruit him.

WHITE GEM
BURIED TREASURE

The red areas on the map conceal buried treasure. Characters with a higher Luck rating (Thieves, especially) are more apt to discover these items than other party members.

STATUE FRAG
STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Muarim	Beast Tribe/Tiger	9	Claw, Demi Band
2 Rebel	Beast Tribe/Tiger	4	Claw, Vulnerary
3 Rebel	Beast Tribe/Tiger	4	Claw
4 Rebel	Beast Tribe/Cat	5	Claw
5 Rebel	Beast Tribe/Tiger	2	Claw
6 Rebel	Beast Tribe/Cat	2	Claw
7 Rebel	Beast Tribe/Cat	2	Claw
8 Rebel	Beast Tribe/Cat	2	Claw
9 Rebel	Beast Tribe/Cat	3	Claw
10 Rebel	Bird Tribe/Raven	2	Beak
11 Rebel	Bird Tribe/Raven	2	Beak
12 Rebel	Bird Tribe/Raven	1	Beak
13 Rebel	Bird Tribe/Hawk	2	Beak
14 Rebel	Bird Tribe/Hawk	2	Beak
15 Rebel	Beast Tribe/Cat	4	Claw
16 Rebel	Beast Tribe/Cat	4	Claw
17 Rebel	Beast Tribe/Cat	4	Claw
18 Rebel	Beast Tribe/Cat	1	Claw, Vulnerary
19 Rebel	Beast Tribe/Cat	4	Claw, Vulnerary
20 Rebel	Beast Tribe/Tiger	3	Claw, Vulnerary

VENDOR

ITEM	PRICE
Heal	600
Mend	1,000
Restore	2,000
Vulnerary	300

CREATE A WEAPON

ITEM	KIND
Axe	Iron/Steel/Hand
Bow	Iron/Steel
Lance	Iron/Slim/Steel/Javelin
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel

ARMORY

ITEM	PRICE
Elfire	1,800
Elthunder	1,950
Elwind	1,650
Fire	560
Hand Axe	375
Iron Blade	980
Iron Lance	360
Iron Sword	460
Javelin	500
Shine	2,100
Steel Axe	420
Steel Bow	840
Steel Blade	700
Steel Lance	560
Thunder	600
Wind	520

MOVE AS FAST AS YOUR SLOWEST

Split your party into two groups. Send a small squad (or just a single Laguz) to the northeast to rendezvous with Stefan while your larger party presses northward. The sand slows your bulkiest fighters to a crawl (the heavier the unit, the slower it moves), so proceed with your strongest members up front and keep your weaker characters behind. Enemy Laguz are nimble, so note their range before placing a Mage or Sniper in a dangerous position. You can eliminate members of the beast tribe quickly as long as they haven't transformed; otherwise you'll need to attack them with a Laguzslayer while they're in animal form.



STEFAN THE SWORDMASTER



When Lethe and/or Mordecai reaches the northeast corner, Stefan, the Swordmaster, will appear. He possesses the Vague Katti—a powerful sword. In addition to joining your party, he'll give you the Occult Scroll.

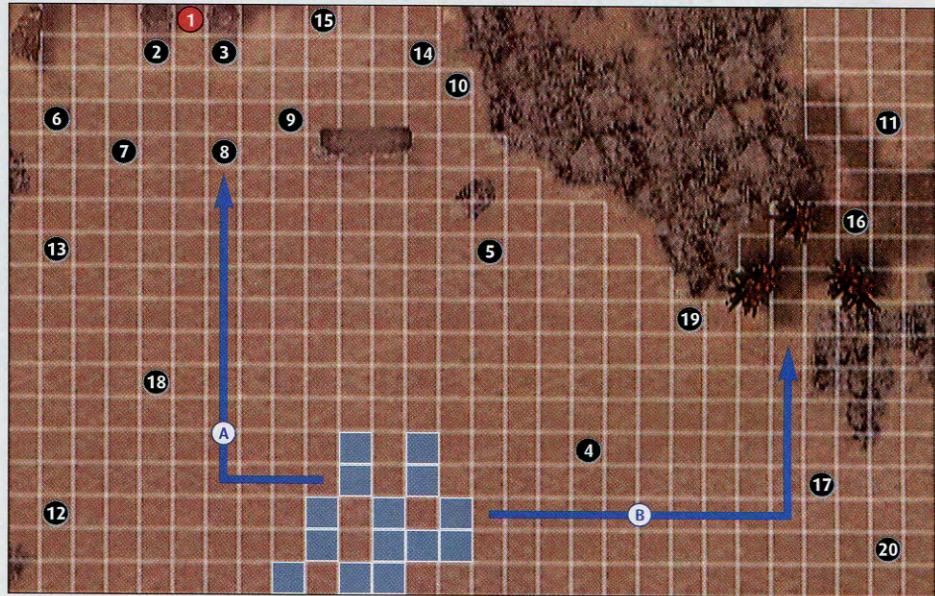
POWERFUL BUT IMMOBILE



Unlike other Laguz you encounter, the boss is equipped with the Demi Band; it allows him to remain in his animal form indefinitely. Despite this advantage, he won't approach you directly. Don't risk the life of your units by engaging him in a direct conflict—instead pummel him with ranged attacks.

DIFFICULT MODE

Slow and steady wins the round. The principal applies to weaker units, too. Keep an eye on the nimble Laguz roaming the desert sands—one false step and your healer is history. Move your Mages in tandem with your burly fighters while you pick off each sub-human. Attack your foes from afar whenever possible, but don't endanger your party members needlessly. Lure your enemies to your location and fight them on your terms.



STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Muarim	Beast Tribe/Tiger	9	Claw, Demi Band
2 Rebel	Beast Tribe/Tiger	4	Claw, Vulnerary
3 Soldier	Beast Tribe/Tiger	4	Claw
4 Soldier	Beast Tribe/Cat	5	Claw
5 Soldier	Beast Tribe/Tiger	2	Claw
6 Soldier	Beast Tribe/Cat	2	Claw
7 Soldier	Beast Tribe/Cat	2	Claw
8 Soldier	Beast Tribe/Cat	2	Claw
9 Soldier	Beast Tribe/Cat	3	Claw
10 Soldier	Bird Tribe/Raven	2	Beak
11 Soldier	Bird Tribe/Raven	2	Beak
12 Soldier	Bird Tribe/Raven	1	Beak
13 Soldier	Bird Tribe/Hawk	2	Beak
14 Soldier	Bird Tribe/Hawk	2	Beak
15 Soldier	Beast Tribe/Cat	4	Claw
16 Soldier	Beast Tribe/Cat	4	Claw
17 Soldier	Beast Tribe/Cat	4	Claw
18 Soldier	Beast Tribe/Cat	1	Claw, Vulnerary
19 Soldier	Beast Tribe/Cat	4	Claw, Vulnerary
20 Soldier	Beast Tribe/Tiger	3	Claw, Vulnerary

ARMORY

ITEM	PRICE
Dagger	600
Elfire	1,800
Elwind	1,650
Fire	560
Hand Axe	500
Iron Axe	270
Iron Bow	540
Iron Lance	360
Iron Sword	460
Steel Lance	560
Steel Sword	700
Wind	520

VENDOR

ITEM	PRICE
Heal	600
Mend	1,000
Vulnerary	300

CREATE A WEAPON

ITEM	KIND
Axe	Iron/Steel
Bow	Iron/Steel
Lance	Iron/Slim/Steel
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel

CHAPTER 16

THE ATONEMENT

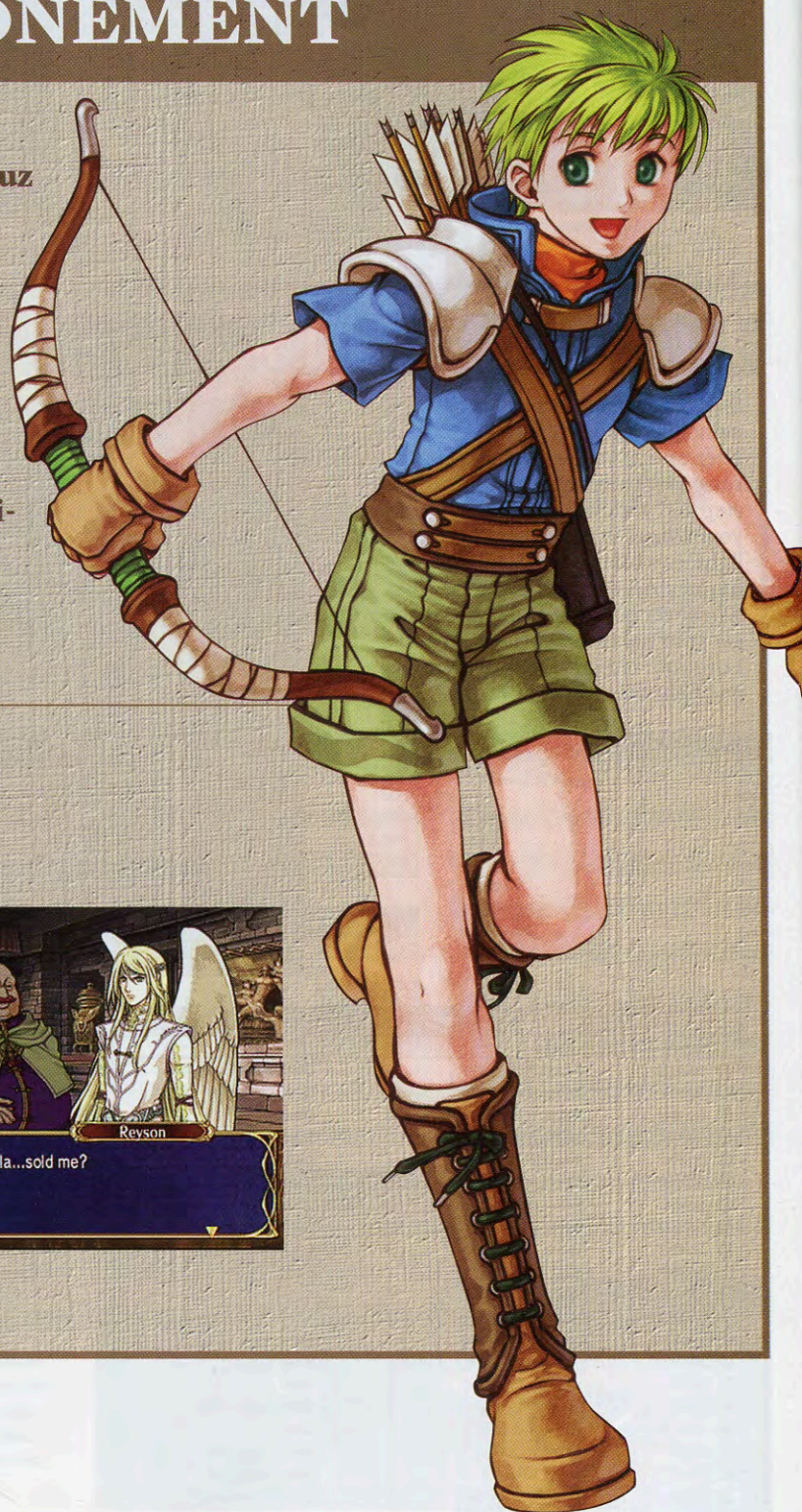
Sanaki's intentions to expose the underground Laguz slave trade among the Begnion nobles will lead Greil's mercenaries on a dangerous mission to the villa of Duke Tanas. The duke's sick obsession with Laguz slavery has garnered him the greatest prize of all: Prince Reyson, a noble Laguz of the nearly extinct heron clan. Tanas will not give up his prize easily—Ike's troops must engage the small army in battle to free the prince.

NEW MEMBER

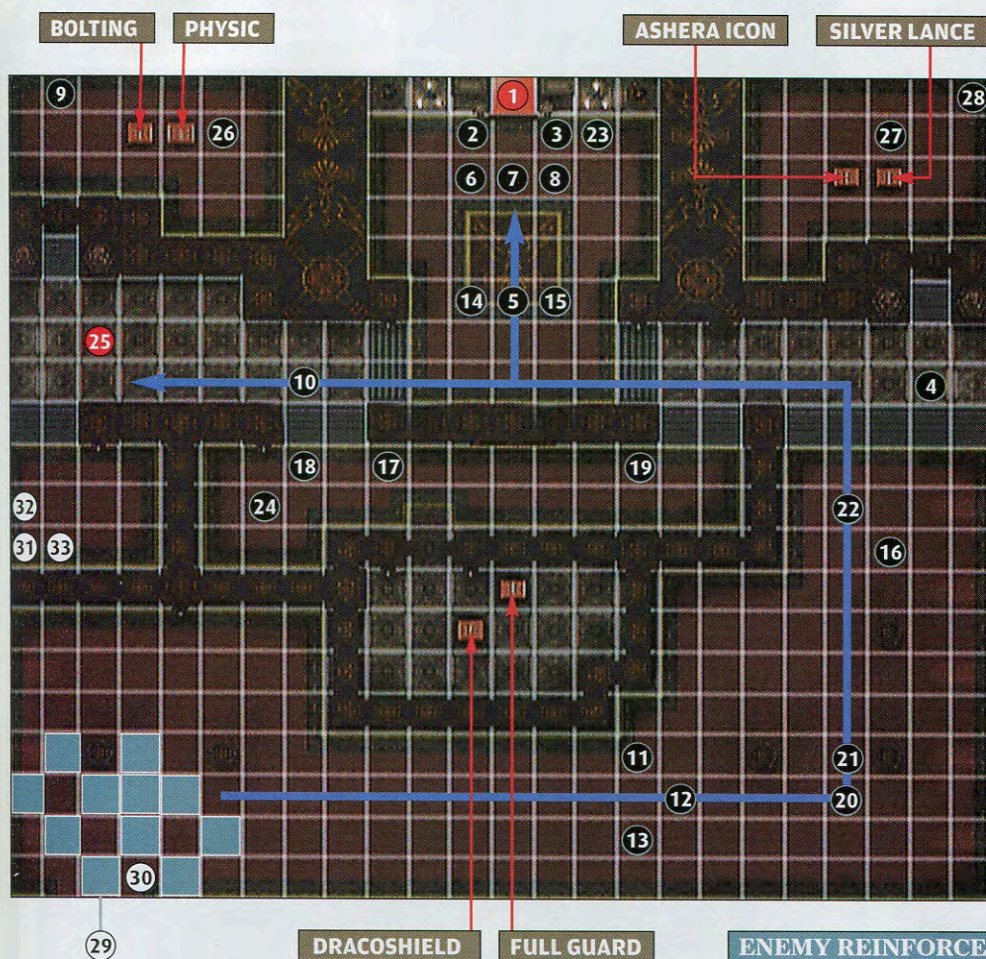


DEV DAN

Devdan the Halberdier is a hired goon working for Tanas. Talk to Devdan with Mist, Solen, Rolf, Tormod or Sothe—he'll gladly give up his post and lend his strength to the mercenaries.



ALLIES: 11 | ENEMIES: 28



ARMORY

ITEM	PRICE
Elfire	1,800
Elthunder	1,950
Fire	560
Hand Axe	375
Iron Axe	270
Iron Blade	980
Iron Bow	540
Javelin	500
Knife	480
Light	800
Shine	2,100
Steel Axe	420
Steel Blade	700
Steel Bow	840
Steel Lance	560
Steel Sword	700
Wind	520

VENDOR

ITEM	PRICE
Heal	600
Mend	1,000
Pure Water	900
Restore	2,000
Vulnerary	300

CREATE A WEAPON

ITEM	KIND
Axe	Iron/Steel/Hand
Bow	Iron/Steel
Lance	Iron/Slim/Steel/Javelin
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Kimaarsi	General	6	Spear
2 Soldier	Mage	16	Elthunder
3 Soldier	Mage	16	Elfire
4 Soldier	Mage	15	Fire
5 Soldier	Mage	16	Wind
6 Soldier	Myrmidon	15	Iron Blade
7 Soldier	Sniper	3	Steel Bow
8 Soldier	Myrmidon	15	Steel Sword
9 Soldier	Myrmidon	15	Steel Sword
10 Soldier	Myrmidon	15	Steel Sword
11 Soldier	Myrmidon	15	Steel Sword
12 Soldier	Myrmidon	15	Steel Sword
13 Soldier	Myrmidon	15	Steel Sword
14 Soldier	Knight	14	Iron Lance
15 Soldier	Knight	16	Iron Lance
16 Soldier	Myrmidon	14	Armorslayer
17 Soldier	Myrmidon	14	Longsword
18 Soldier	Knight	12	Iron Lance
19 Soldier	Knight	12	Iron Lance
20 Soldier	Fighter	15	Steel Axe
21 Soldier	Fighter	15	Steel Axe, Hand Axe
22 Soldier	Mage	15	Thunder, Gamble Scroll
23 Soldier	Priest	16	Mend
24 Soldier	Priest	16	Mend
25 Devdan	Halberdier	4	Heavy Spear
26 Soldier	Archer	12	Killer Bow, Chest Key
27 Soldier	Halberdier	1	Killer Lance, Chest Key
28 Soldier	Myrmidon	16	Iron Sword

ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEM
29 7-8	Soldier	Soldier	13	Iron Lance
30 7-8	Soldier	Soldier	14	Steel Lance
31 9	Thief	Thief	9	Knife
32 9	Soldier	Soldier	13	Iron Lance
33 9	Soldier	Archer	13	Iron Bow

DEV DAN

Defeat the enemies surrounding Devdan (marked 25 on the map) before engaging him in conversation. The chap has an affinity for youngsters, so have Tormod, Mist, Rolf, Sothe or Soren talk to him. After a brief chat, he'll join your ranks and you'll be able to proceed through the level, destroying foes as you encounter them.



BEAT THE THIEF

By the ninth turn, a Thief will rear his greasy head and comb the area for loot. Try to intercept the rascal before he makes off with any treasures. Like in previous levels, you can recover only the first item he pilfers; the rest will be lost. The Thief will spend a turn to pick open any locks and doors, so use the brief distraction to your advantage.



HEAVY DUTY

Eliminate all the enemy soldiers in the area before you approach the boss's chamber. Heal your party right before you enter, then waste every guard in sight. When it's time to attack the leader, equip the proper weapon for the job. An axe (be it the normal or throwable type) or a hammer will bring the pain, as will Ike's Regal Sword or Devdan's Heavy Spear. Use a Vulnerary (or cast a heal spell) if any of your units sustain critical wounds.



The Hand Axe, due to its range, is an effective weapon against the boss.

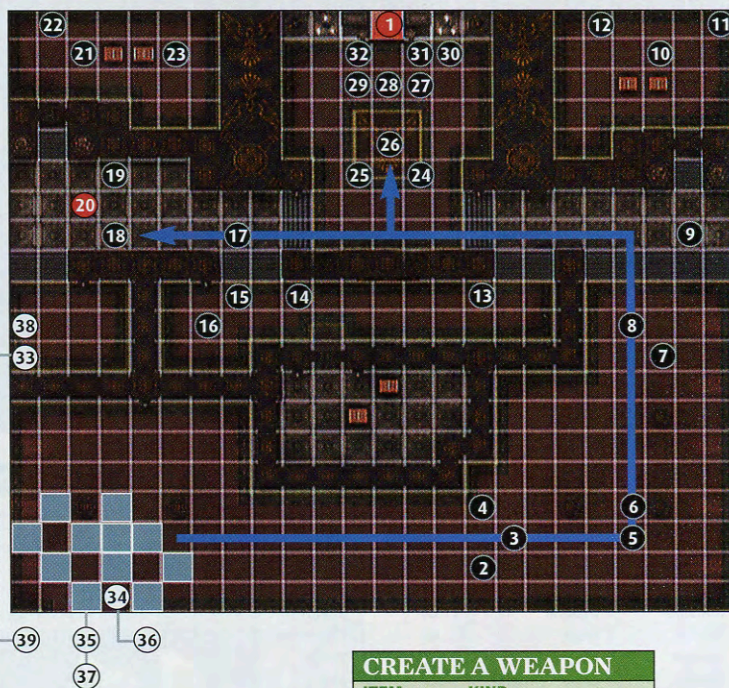


DIFFICULT MODE

Your friendly neighborhood criminal arrives three turns earlier in Difficult mode, so get moving if you want to secure the treasure. Proceed through the halls as you did in Normal mode, destroying any enemy resistance you encounter. Send mounted units after the slippery Thief and stop him from absconding with what's rightfully yours. Use the same logic as before when entering the boss room—take out the guards, then attack their leader.

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Kimaarsi	General	6	Spear
2 Soldier	Myrmidon	15	Steel Sword
3 Soldier	Myrmidon	15	Steel Sword
4 Soldier	Myrmidon	15	Steel Sword
5 Soldier	Fighter	15	Steel Axe
6 Soldier	Fighter	15	Steel Axe, Hand Axe
7 Soldier	Myrmidon	14	Armorslayer
8 Soldier	Mage	15	Thunder, Gamble Scroll
9 Soldier	Mage	15	Fire
10 Soldier	Halberdier	1	Killer Lance, Chest Key (x2)
11 Soldier	Myrmidon	16	Iron Sword
12 Soldier	Archer	14	Steel Bow
13 Soldier	Knight	12	Iron Lance
14 Soldier	Myrmidon	14	Longsword
15 Soldier	Knight	12	Iron Lance
16 Soldier	Priest	16	Mend
17 Soldier	Myrmidon	15	Steel Sword
18 Soldier	Soldier	13	Iron Lance
19 Soldier	Soldier	13	Iron Lance
20 Devdan	Halberdier	4	Heavy Spear
21 Soldier	Myrmidon	16	Iron Sword
22 Soldier	Myrmidon	15	Steel Sword
23 Soldier	Archer	12	Killer Bow
24 Soldier	Knight	16	Iron Lance
25 Soldier	Knight	14	Iron Lance
26 Soldier	Mage	16	Wind
27 Soldier	Myrmidon	15	Steel Sword
28 Soldier	Sniper	3	Steel Bow
29 Soldier	Myrmidon	15	Iron Blade
30 Soldier	Priest	16	Mend
31 Soldier	Mage	16	Elfire
32 Soldier	Mage	16	Elthunder



ARMORY

ITEM	PRICE
Elthunder	1,950
Iron Axe	270
Iron Blade	980
Iron Bow	540
Iron Lance	360
Iron Sword	460
Light	800
Steel Axe	420
Steel Bow	840

CREATE A WEAPON

ITEM	KIND
Axe	Iron/Steel
Bow	Iron/Steel
Lance	Iron/Slim/Steel
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel

VENDOR

ITEM	PRICE
Heal	600
Mend	1,000
Pure Water	900
Vulnerary	300

ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEM
33	6	Thief	9	Knife
34	7	Soldier	14	Steel Lance
35	7	Soldier	13	Iron Lance
36	8	Soldier	14	Steel Lance
37	8	Soldier	13	Iron Lance
38	9	Soldier	13	Iron Lance
39	9	Soldier	13	Iron Bow

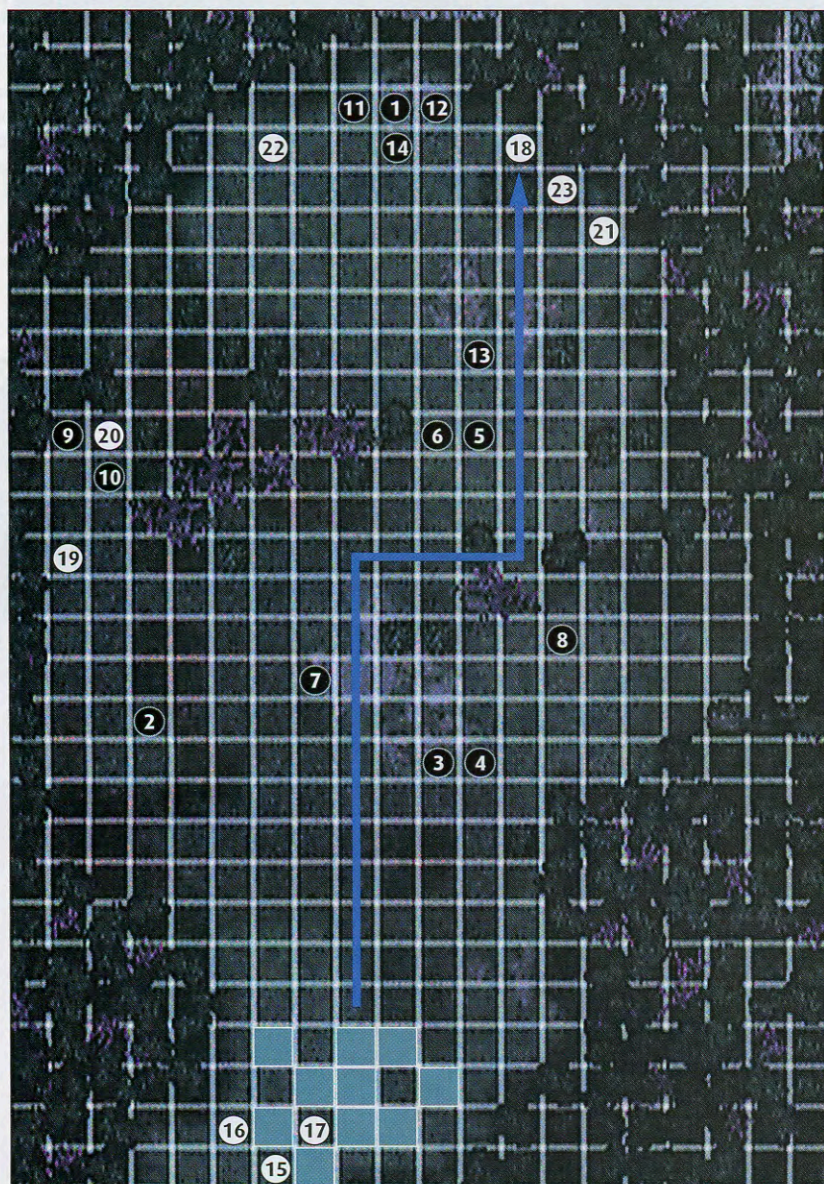
CHAPTER 17 PART 1

DAY BREAKS
PART 1

Many years ago, Serenes Forest was a beautiful place and home to the heron Laguz before it was set ablaze by a Begnion mob. Following Sanaki's final request, Ike leads his troops into the colorless forest in search of Prince Reyson, who is being hunted by the mad Duke Tanas. The duke desires Reyson as a trophy, and will stop at nothing to regain his prize. When the mercenaries come across Duke Tanas's army, they engage in a long battle across the scorched forest.



Ike
We're going to head deeper into the forest and continue the search. Please wait here.



ARMORY

ITEM	PRICE
Elthunder	1,950
Elwind	1,650
Iron Blade	980
Iron Lance	360
Iron Sword	460
Knight Killer	1,170
Longsword	1,260
Poleax	810
Steel Axe	420
Steel Blade	700
Steel Bow	840
Steel Lance	560
Thunder	600
Wind	520

CREATE A WEAPON

ITEM	KIND
Axe	Iron/Steel/Hand
Bow	Iron/Steel
Lance	Iron/Slim/Steel/Javelin
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel

VENDOR

ITEM	PRICE
Antitoxin	450
Heal	600
Magic Shield	2,250
Mend	1,000
Pure Water	900
Restore	2,000
Vulnerary	300

STARTING ENEMIES

	NAME	CLASS	LV	ITEMS
1	Soldier	Halberdier	5	Killer Lance, Vulnerary
2	Soldier	Fighter	15	Steel Axe
3	Soldier	Myrmidon	16	Steel Sword
4	Soldier	Myrmidon	16	Steel Sword
5	Soldier	Knight	15	Javelin
6	Soldier	Knight	15	Steel Lance
7	Soldier	Myrmidon	13	Venin Edge
8	Soldier	Archer	17	Laguz Bow
9	Soldier	Fighter	18	Steel Axe
10	Soldier	Fighter	16	Venin Axe, Antitoxin
11	Soldier	Mage	16	Elfire, Vulnerary
12	Soldier	Mage	15	Elthunder
13	Soldier	Sniper	4	Steel Bow
14	Soldier	Myrmidon	14	Longsword, Vulnerary

ENEMY REINFORCEMENTS

	TURN	NAME	CLASS	LV	ITEM
15	3	Soldier	Myrmidon	18	Killing Edge
16	3	Soldier	Myrmidon	18	Steel Sword
17	3	Soldier	Myrmidon	18	Steel Sword
18	4	Soldier	Fighter	17	Venin Axe
19	4	Soldier	Myrmidon	16	Venin Edge
20	4	Soldier	Archer	16	Iron Bow
21	6	Soldier	Myrmidon	14	Steel Sword
22	6	Soldier	Myrmidon	18	Venin Edge
23	6	Soldier	Fighter	15	Hand Axe

THE DEADLY DUO

An Archer and a Sniper are roaming the map looking for prey. If you let them get close to your winged units, you can kiss your steeds goodbye. Keep your airborne party members at a safe distance, and edge your powerful melee fighters up close for the kill.



Archers and Snipers are deadly, especially when their sights are fixed on your flyers. Engage them swiftly and directly before they eliminate one of your own.

WATCH YOUR BACK, JACK

From the third turn through the sixth, additional hostile troops will arrive from several points on the map and attack your party from the rear. For precisely this reason, you need to move your weaker members to the middle of the column. Station tough fighters to the front and rear.



Send your strong fighters after the Myrmidons north of your party. By distracting your enemies, you'll keep your Mages safe from harm while you clear the road ahead.

BEWARE THE KILLER LANCE

Once your group crosses into the northern section, you're only a few turns shy of victory. Don't let an imminent win cloud your judgment, though; trounce your opponents one by one until only the Halberdier and his men are left. Watch out for his Killer Lance. Use ranged magic attacks and shots from a bow to take him out from afar. If you go toe-to-toe against him, you might lose your head.

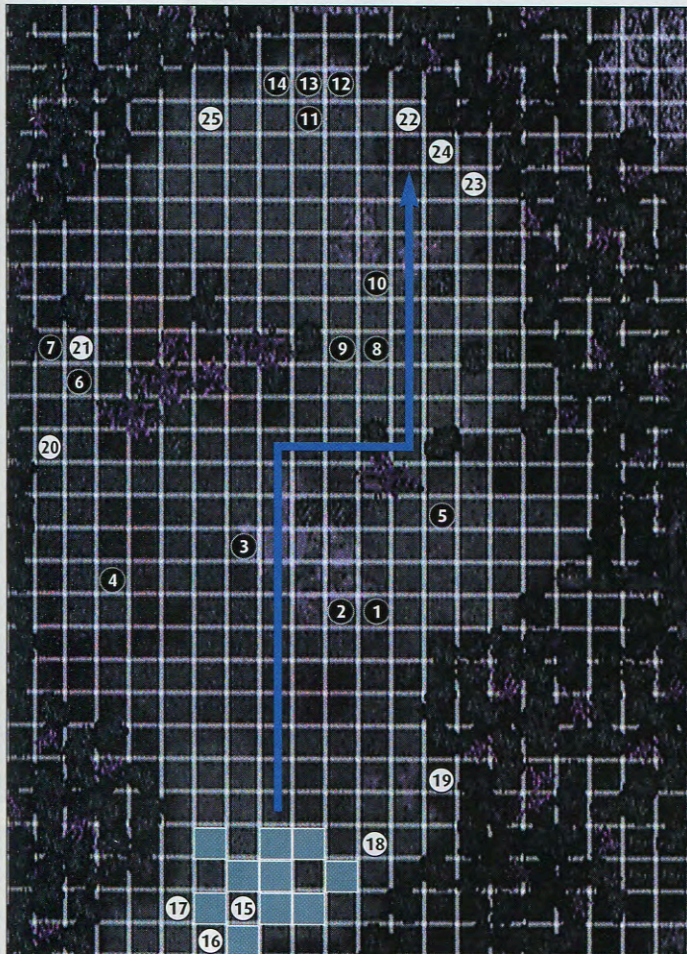


Don't be fooled by the Halberdier's low level. He's packing a Killer Lance, and he's itching to spill your blood.



DIFFICULT MODE

The addition of two fighters is hardly a challenge. Proceed through Difficult mode like you would on any other skill level. Sandwich your ranged fighters and magic users between your tougher units. Remember that enemy reinforcements will attempt to kick you in the rear as you proceed through the environment, so eliminate the newcomers with speed. Approach the Killer Lance-wielding Halberdier with caution and send him to an early grave with ranged attacks and magic.



STARTING ENEMIES

	NAME	CLASS	LV	ITEMS
1	Soldier	Myrmidon	16	Steel Sword
2	Soldier	Myrmidon	16	Steel Sword
3	Soldier	Myrmidon	13	Venin Edge
4	Soldier	Fighter	15	Steel Axe
5	Soldier	Archer	17	Laguz Bow
6	Soldier	Fighter	16	Venin Axe, Antitoxin
7	Soldier	Fighter	18	Steel Axe
8	Soldier	Knight	15	Javelin
9	Soldier	Knight	15	Steel Lance
10	Soldier	Sniper	4	Steel Bow
11	Soldier	Myrmidon	14	Longsword, Vulnerary
12	Soldier	Mage	15	Elthunder
13	Soldier	Halberdier	5	Killer Lance, Vulnerary
14	Soldier	Mage	16	Elfire, Vulnerary

ENEMY REINFORCEMENTS

	TURN	NAME	CLASS	LV	ITEM
15	3	Soldier	Myrmidon	18	Steel Sword
16	3	Soldier	Myrmidon	18	Killing Edge
17	3	Soldier	Myrmidon	18	Steel Sword
18	4	Soldier	Myrmidon	16	Iron Blade
19	4	Soldier	Fighter	15	Steel Axe
20	4	Soldier	Myrmidon	16	Venin Edge
21	4	Soldier	Archer	16	Iron Bow
22	4	Soldier	Fighter	17	Venin Axe
23	6	Soldier	Myrmidon	14	Steel Sword
24	6	Soldier	Fighter	15	Hand Axe
25	6	Soldier	Myrmidon	18	Venin Edge

ARMORY

ITEM	PRICE
Fire	560
Hand Axe	375
Iron Axe	270
Iron Bow	540
Iron Lance	360
Iron Sword	460
Javelin	500
Knife	480
Light	800
Steel Lance	560
Steel Sword	700
Thunder	600
Wind	520

CREATE A WEAPON

ITEM	KIND
Axe	Iron/Steel
Bow	Iron/Steel
Lance	Iron/Slim/Steel
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel

VENDOR

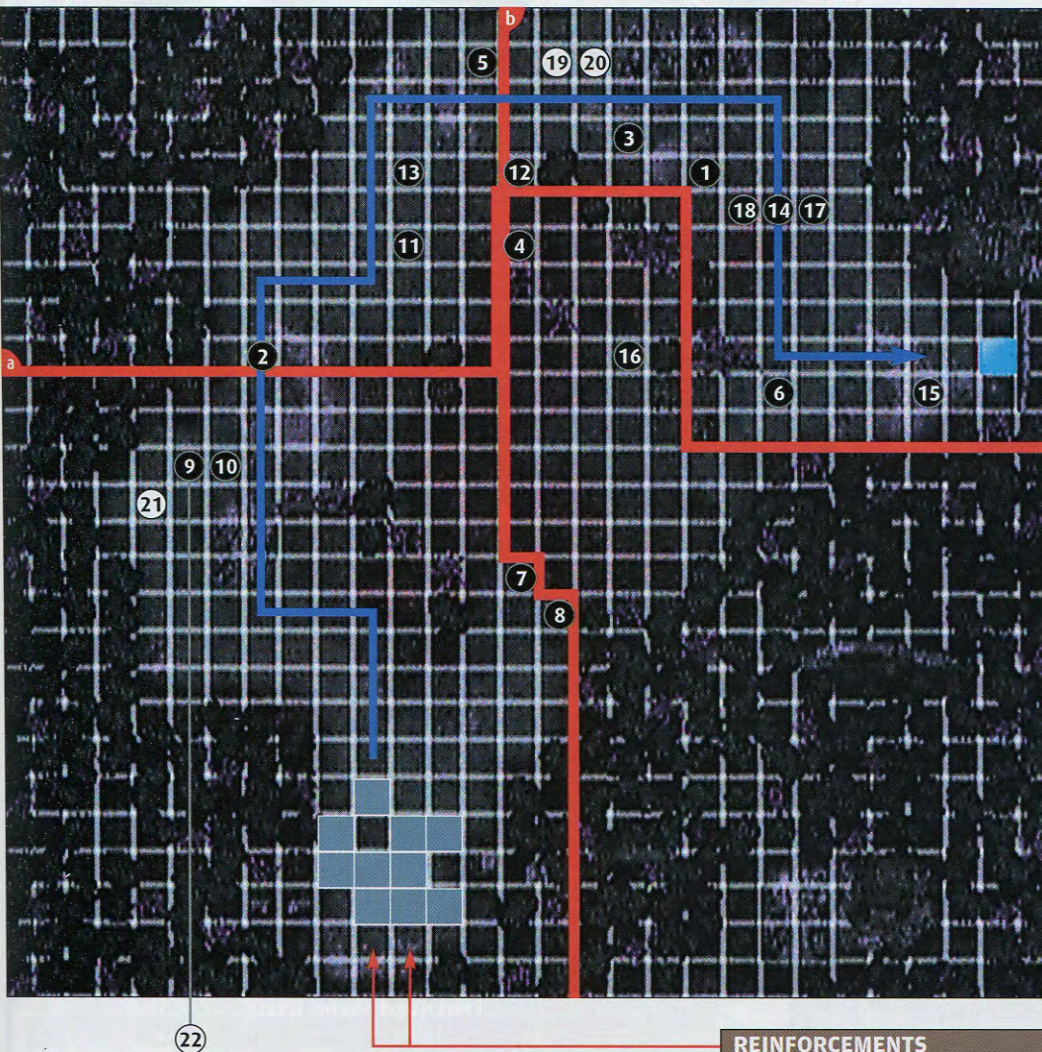
ITEM	PRICE
Antitoxin	450
Heal	600
Mend	1,000
Pure Water	900
Restore	2,000
Vulnerary	300

DAY BREAKS PART 2

The battle in Serenes Forest is just beginning. Duke Tanas's troops are many—the mercenaries must call in reinforcements of their own to support their efforts to save Prince Reyson. As the seemingly endless battle rages, Reyson looks on from a hiding place and decides that he cannot tolerate the forest's desecration by Beorc fighting. The heron prince makes way for the Serenes ruins with only two things on his mind—giving voice to the forest's forbidden magic and destroying the Beorc.



ALLIES: 12 | ENEMIES: 18



MORE TROOPS

You are allowed two additional troops for this fight; make your unit selections before deploying your force. Take stock of your item and weapon inventory. During combat, you can trade with other party members and give them whatever they need, be it Vulneraries or additional weapons.



You'll need all the help you can get to make it through this drawn-out fight.

REINFORCEMENTS

Regardless of which pair of additional units you bring to battle, they will arrive on the scene at the beginning of your third turn.

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Soldier	Paladin	3	Silver Lance
2 Soldier	Priest	11	Mend
3 Soldier	Priest	15	Mend, Physic
4 Soldier	Bow Knight	15	Laguz Bow
5 Soldier	Wyvern Rider	10	Iron Lance
6 Soldier	Soldier	12	Steel Lance
7 Soldier	Soldier	13	Steel Lance
8 Soldier	Soldier	15	Steel Lance
9 Soldier	Lance Knight	13	Steel Lance
10 Soldier	Lance Knight	14	Steel Lance
11 Soldier	Lance Knight	14	Iron Lance
12 Soldier	Paladin	2	Short Spear
13 Soldier	Sword Knight	15	Iron Blade
14 Soldier	Bow Knight	12	Steel Bow
15 Soldier	Archer	13	Steel Bow
16 Soldier	Soldier	15	Javelin
17 Soldier	Axe Knight	15	Poleax
18 Soldier	Lance Knight	14	Javelin

ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEM
19 zone a	Soldier	Lance Knight	13	Iron Lance
20 zone a	Soldier	Sword Knight	15	Steel Sword
21 zone b	Soldier	Soldier	15	Javelin
22 zone b	Soldier	Soldier	12	Steel Lance

ON THE ROCKS

Position your party between the rocks just north of the starting point. Don't attack the nearby enemies blindly; instead, lure them to your troop cluster and pick them off. Use the environment to your advantage every chance you get.



A pair of Lance Knights awaits your party to the northwest. Use a combination of ranged attacks to soften them up as they approach.

STICKY FINGERS

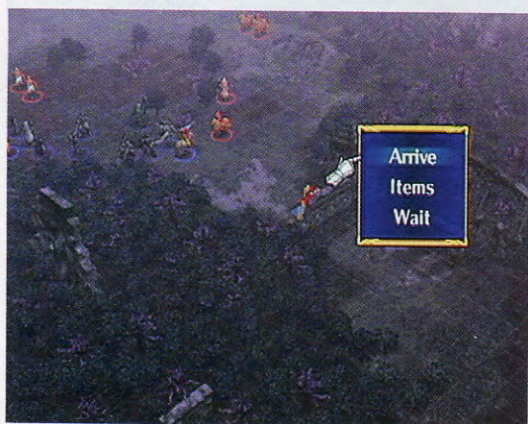
Though Volke isn't much of a fighter, he is a valuable asset to your party in other ways. Protect him as you would your Mage, keeping him to the back of the pack as you wander north. When you come within range of an enemy Priest, send forth your Thief and steal his belongings. You'll net some valuable items this way, so consider rounding out your team with Volke or Sothe when you can.



Pickpocketing is a lucrative career in Fire Emblem. Put your Thief to work stealing magic items from the Priests.

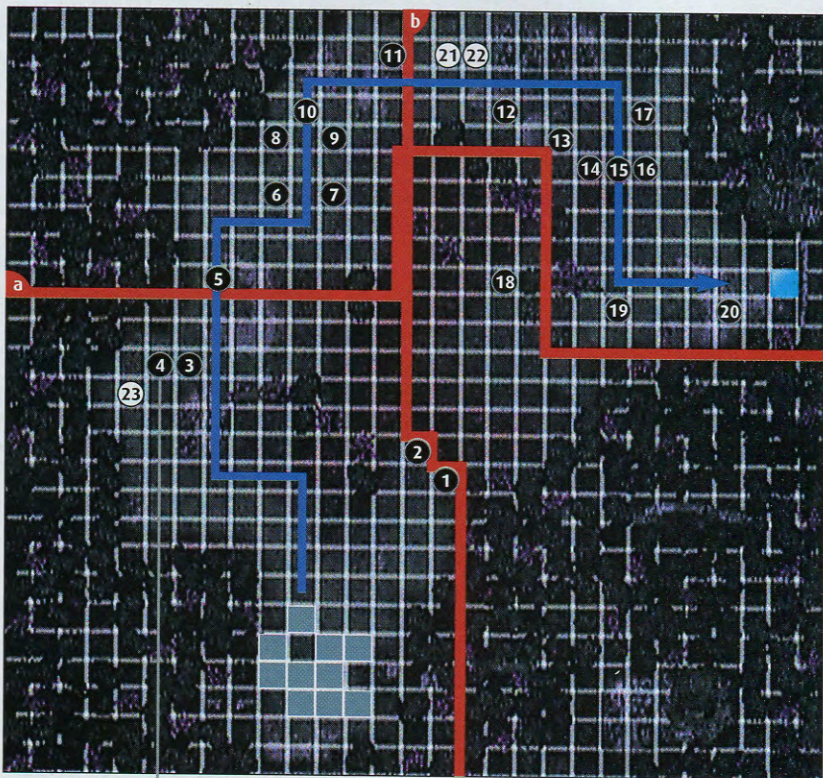
THE EASY WAY OUT

If you're in a hurry, you can blaze through this section without eliminating all of your foes. While that might sound attractive, you'll miss out on earning some precious EX in the process. Instead, creep north from the starting point with your burliest warriors out front. Lure opposing forces to your location and deal with them swiftly. Your ranged fighters, healers and magic users should stay behind and move forward only when it's safe or they've got a clear shot at a weakened foe. Cross into neighboring zones after you've emptied the one you're currently in—otherwise you'll have to contend with greater enemy numbers.



DIFFICULT MODE

Your path through this area is unchanged. You'll want a strong fighter to break off and deal with the pair of goons to the east while the rest of your troop moves ahead. Keep an ample group of defenders stationed at the back of your party to fend off reinforcements.



24

STARTING ENEMIES

	NAME	CLASS	LV	ITEMS
1	Soldier	Soldier	15	Steel Lance
2	Soldier	Soldier	13	Steel Lance
3	Soldier	Lance Knight	14	Steel Lance
4	Soldier	Lance Knight	13	Steel Lance
5	Soldier	Priest	11	Mend
6	Soldier	Lance Knight	14	Iron Lance
7	Soldier	Lance Knight	12	Iron Lance
8	Soldier	Sword Knight	15	Iron Blade
9	Soldier	Bow Knight	15	Laguz Bow
10	Soldier	Paladin	2	Short Spear
11	Soldier	Wyvern Rider	10	Iron Lance
12	Soldier	Priest	15	Mend, Physic
13	Soldier	Paladin	3	Silver Lance
14	Soldier	Lance Knight	14	Javelin
15	Soldier	Bow Knight	12	Steel Bow
16	Soldier	Axe Knight	15	Poleax
17	Soldier	Wyvern Rider	10	Iron Lance
18	Soldier	Soldier	15	Javelin
19	Soldier	Soldier	12	Steel Lance
20	Soldier	Archer	13	Steel Bow

ENEMY REINFORCEMENTS

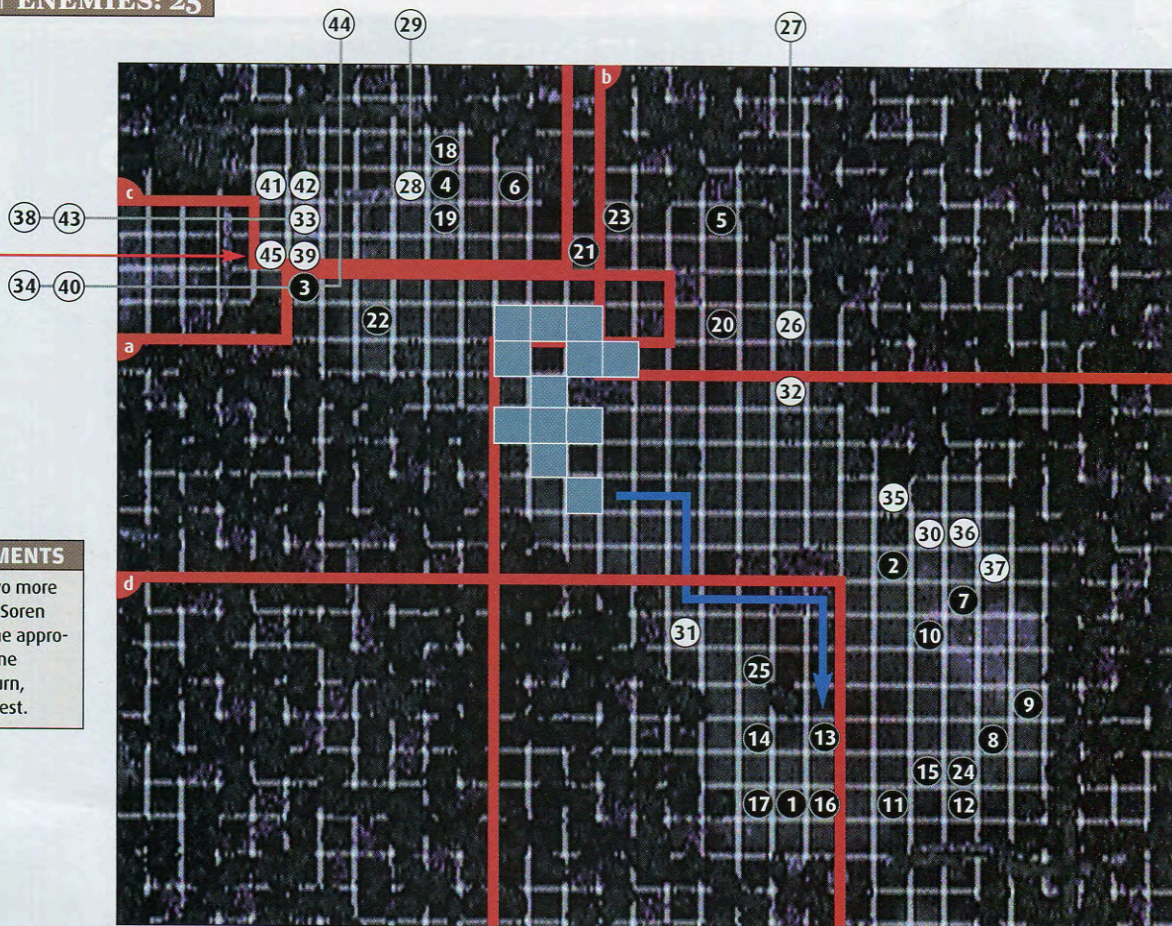
TURN	NAME	CLASS	LV	ITEM	
21	zone a	Soldier	Lance Knight	13	Iron Lance
22	zone a	Soldier	Sword Knight	15	Steel Sword
23	zone b	Soldier	Soldier	15	Javelin
24	zone b	Soldier	Soldier	12	Steel Lance

CHAPTER 17 PART 3

DAY BREAKS PART 3

The mercenaries continue their battle with Duke Tanas's army, calling for more reinforcements along the way. Tanas's troops keep coming and coming, forcing Ike to put off the search for Prince Reyson and deal with the problem at hand. As the battle rages, King Tibarn, leader of the hawk tribe and protector of Prince Reyson, watches the skirmish from a distance. After the battle, Nasir will make an unexpected discovery deep within the magical forest.





FRIENDLY REINFORCEMENTS

You have the option to add two more units to your party, so include Soren and Lethe. Equip them with the appropriate weapons and at least one Vulnerary each. By the third turn, they'll arrive from the northwest.

STARTING ENEMIES

NAME	CLASS	LV	ITEM
1 Soldier	Sage	3	Elfire
2 Soldier	Mage	15	Fire
3 Soldier	Mage	15	Fire
4 Soldier	Mage	14	Fire
5 Soldier	Mage	14	Fire
6 Soldier	Soldier	15	Steel Lance
7 Soldier	Soldier	15	Steel Lance
8 Soldier	Mage	12	Fire
9 Soldier	Archer	15	Venin Bow
10 Soldier	Archer	15	Longbow
11 Soldier	Soldier	14	Steel Lance
12 Soldier	Mage	13	Elthunder
13 Soldier	Mage	14	Elfire
14 Soldier	Mage	15	Thunder
15 Soldier	Myrmidon	15	Steel Sword
16 Soldier	Archer	14	Iron Bow
17 Soldier	Archer	13	Iron Bow
18 Soldier	Priest	13	Mend
19 Soldier	Myrmidon	16	Venin Edge
20 Soldier	Myrmidon	16	Iron Sword
21 Soldier	Mage	12	Wind
22 Soldier	Fighter	16	Hammer
23 Soldier	Archer	14	Venin Bow
24 Soldier	Priest	14	Mend
25 Soldier	Fighter	16	Hand Axe

ENEMY REINFORCEMENTS

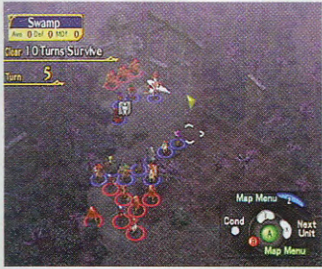
TURN	NAME	CLASS	LV	ITEM
26 2	Soldier	Mage	11	Thunder
27 2	Soldier	Soldier	16	Steel Lance
28 zone a	Soldier	Mage	11	Thunder
29 zone a	Soldier	Soldier	16	Steel Lance
30 zone b	Soldier	Myrmidon	15	Iron Sword
31 zone c	Soldier	Fighter	14	Steel Axe
32 zone c	Soldier	Fighter	13	Steel Axe
33 zone d	Soldier	Mage	14	Fire
34 zone d	Soldier	Mage	13	Fire
35 3	Soldier	Myrmidon	17	Iron Sword
36 3	Soldier	Myrmidon	15	Iron Sword
37 3	Soldier	Soldier	16	Steel Lance
38 5	Soldier	Lance Knight	14	Iron Lance
39 5	Soldier	Lance Knight	14	Iron Lance
40 5	Soldier	Lance Knight	12	Iron Lance
41 7	Soldier	Archer	16	Iron Bow
42 7	Soldier	Soldier	13	Steel Lance
43 7	Soldier	Soldier	13	Steel Lance
44 8-9	Soldier	Soldier	16	Steel Lance
45 8-9	Soldier	Soldier	14	Javelin

HALF THE IKE HE USED TO BE



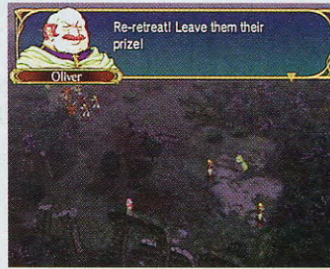
Ike—valiant mercenary that he is—decides to carry a winged maiden in distress through the third and fourth parts of the chapter. As a result of his heroics, his Speed and Skill stats are halved. He can still fight, but not as ferociously as before. Surround him with strong units and keep him safe from harm.

FIRE EMBLEM: DUAL STRIKE



The fighting gets hectic here, as your party is attacked from two sides. Station your strongest, fastest warriors near the southeast. They'll get hit hard and fast by numerous Mages, so select units with resistance to magic, as well. As enemy reinforcements stream in from the west, the other half of your elite forces should be able to handle them.

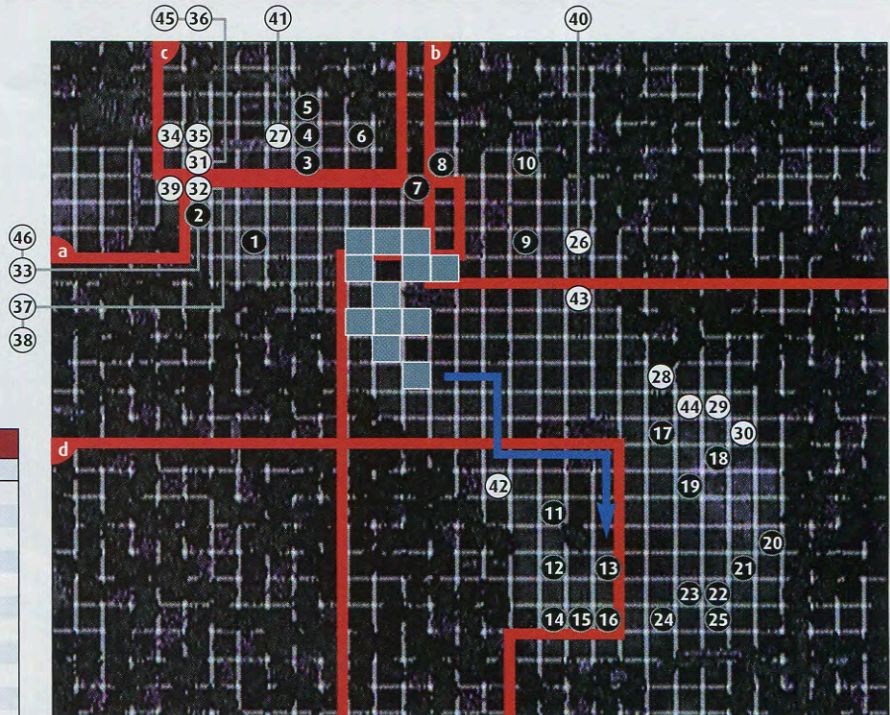
THE CLOCK STRIKES TEN



You must survive through 10 turns to win this fight. Hold your ground, bait an enemy then ensnare him in your deadly trap. One by one they will fall to your tricks, eventually leaving only the Sage. Slay him to acquire Elfire—a powerful Fire spell. After the tenth turn, Bishop Oliver will flee the scene, allowing you to move on to the final stretch of the chapter.

DIFFICULT MODE

It's standing room only in the forest. Nearly 50 thugs, soldiers, and holy men are scattered before you. Though the situation seems hopeless, all is not lost. Choose your party and equip your units wisely, then split into two fronts. Enemies in the northeast will travel slowly while wading in the bog, so you'll have time to juggle incoming threats from the southeast and northwest. If your healer possesses the Physic Staff, you'll have the advantage of long-distance healing. Hold out for 10 turns, then dance a victory jig.

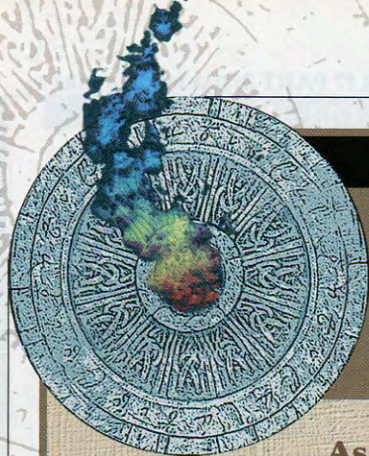


STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Soldier	Fighter	16	Hammer
2 Soldier	Mage	15	Fire
3 Soldier	Myrmidon	16	Venin Edge
4 Soldier	Mage	14	Fire
5 Soldier	Priest	13	Mend
6 Soldier	Soldier	15	Steel Lance
7 Soldier	Mage	12	Wind
8 Soldier	Archer	14	Venin Bow
9 Soldier	Myrmidon	16	Iron Sword
10 Soldier	Mage	14	Fire
11 Soldier	Fighter	16	Hand Axe
12 Soldier	Mage	15	Thunder
13 Soldier	Mage	14	Elfire
14 Soldier	Archer	13	Iron Bow
15 Soldier	Sage	3	Elfire
16 Soldier	Archer	14	Iron Bow
17 Soldier	Mage	15	Fire
18 Soldier	Soldier	15	Steel Lance
19 Soldier	Archer	15	Longbow
20 Soldier	Archer	15	Venin Bow
21 Soldier	Mage	12	Fire
22 Soldier	Priest	14	Mend
23 Soldier	Myrmidon	15	Steel Sword
24 Soldier	Soldier	14	Steel Lance
25 Soldier	Mage	13	Elthunder

ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEMS	
26	2	Soldier	Mage	11	Thunder
27	2	Soldier	Soldier	16	Steel Lance
28	3	Soldier	Myrmidon	17	Iron Sword
29	3	Soldier	Myrmidon	15	Iron Sword
30	3	Soldier	Soldier	16	Steel Lance
31	5	Soldier	Lance Knight	14	Iron Lance
32	5	Soldier	Lance Knight	14	Iron Lance
33	5	Soldier	Lance Knight	12	Iron Lance
34	7	Soldier	Archer	16	Iron Bow
35	7	Soldier	Soldier	13	Steel Lance
36	7	Soldier	Soldier	13	Steel Lance
37	8	Soldier	Soldier	16	Steel Lance
38	9	Soldier	Soldier	16	Steel Lance
39	9	Soldier	Soldier	14	Javelin
40	zone a	Soldier	Mage	11	Thunder
41	zone a	Soldier	Soldier	16	Steel Lance
42	zone b	Soldier	Fighter	14	Steel Axe
43	zone b	Soldier	Fighter	13	Steel Axe
44	zone c	Soldier	Myrmidon	15	Iron Sword
45	zone d	Soldier	Mage	14	Fire
46	zone d	Soldier	Mage	13	Fire



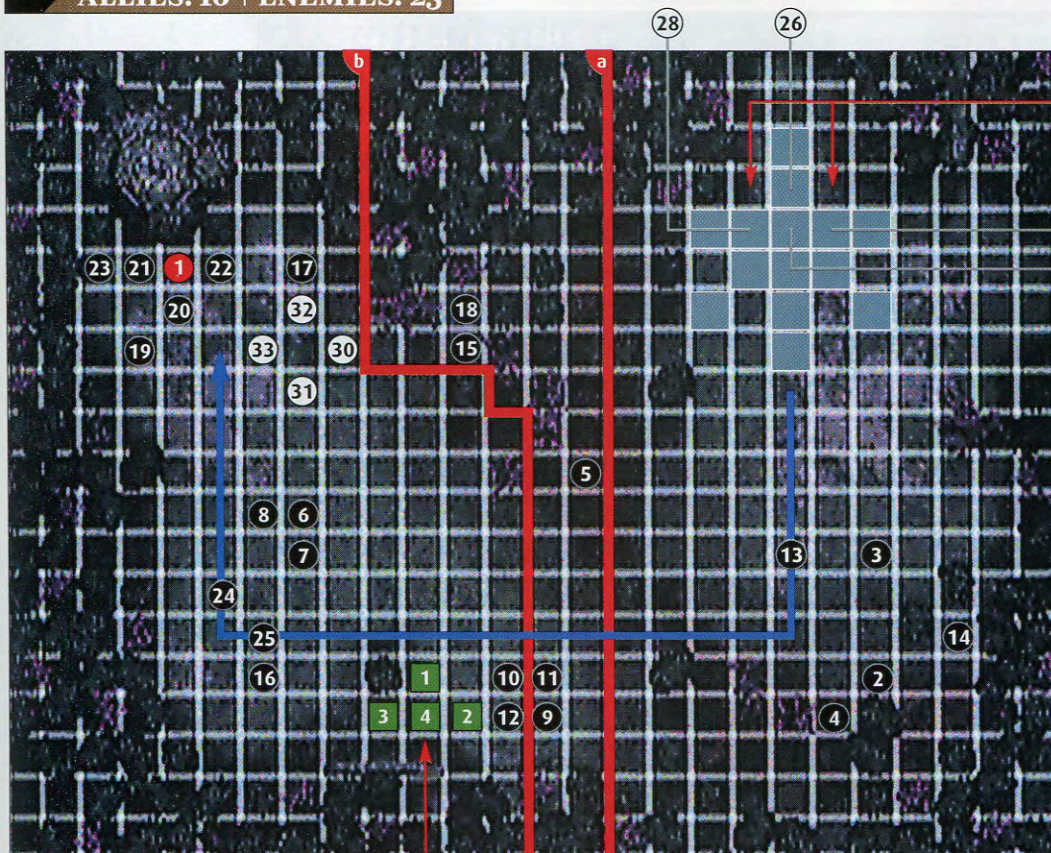
CHAPTER 17 PART 4

DAY BREAKS PART 4

As the mercenaries fight their way toward the ruins, they find one of the heron clan named Leanne—she is Prince Reyson's sister, believed to have been lost in the Serenes massacre many years ago. Tanas catches sight of Leanne, and his sick desire overtakes him—he must have her for his bird collection. Ike must carry Leanne to protect her from the final wave of troops. Midway through the battle, Prince Reyson and members of the Laguz hawk tribe will join the fight and take down the nasty Duke Tanas.



ALLIES: 16 | ENEMIES: 25



REINFORCEMENTS

Like in the preceding part of chapter 17, you will select another character pair to accompany you on your journey (see page 78 for our recommendations). Your reinforcements will appear at the start of the third turn.

MIGHTY MAGE



Be wary of the Mage's wickedly powerful Meteor attack. This far-reaching Fire-magic attack can hit your party from a distance, so check your enemy's range before moving your units. Send out your powerful magic users or flying units to return the favor.

COME HITHER



Instead of risking the lives of your units by charging forward, use the same tactic as before and lure enemies into range—especially if the Mage is still standing. Clear your surroundings before pressing onward into dangerous zones.

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Oliver	Bishop	2	Nosferatu
2 Soldier	Myrmidon	18	Iron Blade
3 Soldier	Fighter	18	Steel Axe
4 Soldier	Myrmidon	17	Iron Blade
5 Soldier	Mage	17	Elfire
6 Soldier	Knight	13	Javelin
7 Soldier	Knight	13	Steel Lance
8 Soldier	General	3	Steel Lance, Steel Sword
9 Soldier	Axe Knight	15	Poleax
10 Soldier	Sword Knight	18	Iron Blade
11 Soldier	Bow Knight	15	Steel Bow
12 Soldier	Paladin	4	Short Axe
13 Soldier	Lance Knight	17	Steel Lance
14 Soldier	Lance Knight	16	Heavy Spear
15 Soldier	Soldier	19	Iron Lance
16 Soldier	Pegasus Knight	17	Steel Lance
17 Soldier	Pegasus Knight	17	Iron Lance
18 Soldier	Mage	13	Meteor, Fire
19 Soldier	Mage	17	Thunder
20 Soldier	General	3	Short Spear
21 Soldier	Halberdier	5	Short Spear, Adept
22 Soldier	Halberdier	4	Short Spear
23 Soldier	Priest	15	Mend
24 Soldier	Soldier	16	Iron Lance
25 Soldier	Soldier	16	Iron Lance

BIRD TRIBE

The four members of the Laguz tribe will arrive once you step into zone a. Your party should reach this area sometime around the fourth turn.

ALLIES

NAME	CLASS	LV	ITEMS
1 Tibarn	Bird Tribe/Hawk	17	Beak, Laguz Band, Elixir
2 Ulki	Bird Tribe/Hawk	7	Beak, Vulnerary
3 Janaff	Bird Tribe/Hawk	8	Beak, Vulnerary
4 Reyson	Bird Tribe/Heron	3	Elixir

ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEMS
26 zone b	Soldier	Paladin	4	Steel Bow, Steel Axe, Vulnerary
27 zone b	Soldier	Bow Knight	18	Venin Bow
28 zone b	Soldier	Bow Knight	17	Steel Bow
29 zone b	Soldier	Bow Knight	16	Steel Bow
30 6	Soldier	Sword Knight	15	Armorslayer
31 6	Soldier	Lance Knight	16	Javelin
32 6	Soldier	Sword Knight	17	Laguzslayer
33 6	Soldier	Paladin	5	Steel Blade, Javelin

ADEPT THIEVERY

As your party sweeps westward, the Laguz reinforcements will link up with your party. With their added strength, the tide of battle will quickly turn in your favor. Before you engage nearby enemies, check each one in range to see what he possesses. Send your Thief after foes with desirable items in their inventory and let the Laguz Tribe muddle through the others.



Push your group west and waste every fool-hardy opponent in your path. Let your feathered friends take some of the action, but be selective when picking your own targets.

BEAT THE BISHOP

Prince Oliver, despite his haughtiness, is anything but a holy man. Assault him with units who possess a high resistance to magic and strong attacks. He holds a rare item—Nosferatu—that you'll want, so make sure it's your own troops (and not the Laguz Tribe) who do the honors.



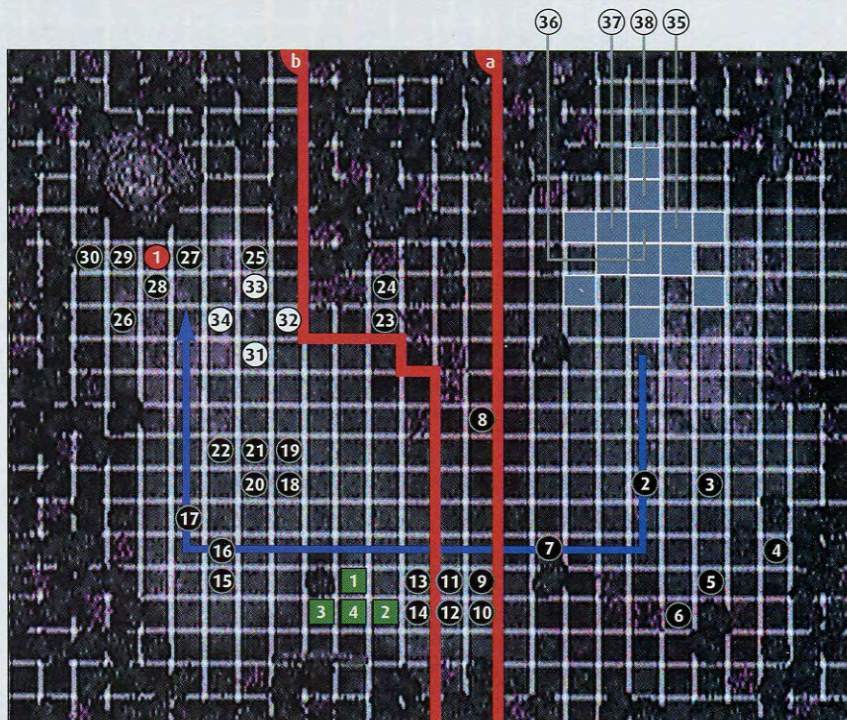
You'll need to be quick when fighting against Oliver. If the battle is drawn out, he'll use the fearsome Nosferatu on your troops.

DIFFICULT MODE

Somebody woke up on the wrong side of the bed (and it's not you). Not only have your opponents multiplied in number, but they're especially ornery in Difficult mode. Use their impatience to your advantage. Take the same route as you did in Normal mode, surrounding your fragile units with your powerhouses. Draw your foes in and whack 'em before crossing over into adjacent trigger zones, or else you'll be overpowered.

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Oliver	Bishop	2	Nosferatu
2 Soldier	Lance Knight	17	Steel Lance
3 Soldier	Fighter	18	Steel Axe
4 Soldier	Lance Knight	16	Heavy Spear
5 Soldier	Myrmidon	18	Iron Blade
6 Soldier	Myrmidon	17	Iron Blade
7 Soldier	Mage	16	Elfire
8 Soldier	Mage	17	Elfire
9 Soldier	Sword Knight	16	Iron Blade
10 Soldier	Axe Knight	15	Poleax
11 Soldier	Bow Knight	15	Steel Bow
12 Soldier	Axe Knight	16	Iron Axe
13 Soldier	Sword Knight	18	Iron Blade
14 Soldier	Paladin	4	Short Axe
15 Soldier	Pegasus Knight	17	Steel Lance
16 Soldier	Soldier	16	Iron Lance
17 Soldier	Soldier	16	Iron Lance
18 Soldier	Knight	13	Steel Lance
19 Soldier	Knight	14	Steel Lance
20 Soldier	Knight	13	Steel Lance
21 Soldier	Knight	13	Javelin
22 Soldier	General	3	Steel Lance, Steel Sword
23 Soldier	Soldier	19	Iron Lance
24 Soldier	Mage	13	Meteor, Fire
25 Soldier	Pegasus Knight	17	Iron Lance
26 Soldier	Mage	17	Thunder
27 Soldier	Halberdier	4	Short Spear
28 Soldier	General	3	Short Spear
29 Soldier	Halberdier	5	Short Spear, Adept Scroll
30 Soldier	Priest	15	Mend



ENEMY REINFORCEMENTS

	TURN	NAME	CLASS	LV	ITEMS
31	6	Soldier	Lance Knight	16	Javelin
32	6	Soldier	Sword Knight	15	Armorslayer
33	6	Soldier	Sword Knight	17	Laguzslayer
34	6	Soldier	Paladin	5	Steel Blade, Javelin
35	zone b	Soldier	Bow Knight	16	Steel Bow
36	zone b	Soldier	Bow Knight	18	Venin Bow
37	zone b	Soldier	Bow Knight	17	Steel Bow
38	zone b	Soldier	Paladin	4	Steel Bow, Steel Axe, Vulnerary

CHAPTER 18

CRIMEA MARCHES

After many years of grief, the apostle Sanaki achieves peace with the Herons, who forgive the nation of Begnion for its atrocious actions. Sanaki places Ike in charge of the Crimean Liberation Army, granting him the title of lord and the full support of Begnion. Ike's army must march north on a journey that will lead the mercenaries into Daein, the heart of the enemy's lands. Prince Reyson, along with members of the Hawk tribe, will join the mercenaries. Their first battle will take place at Tor Garen, a wall that marks the Daein-Begnion border.

NEW MEMBERS



REYSON

Feeling a debt or honor that must be repaid, Reyson insists in joining your army. Unable to fight, he focuses on using his Chant ability to double his comrades' potential and performance.



JANAFF

Under orders from King Tibarn, Janaff joins your army to protect Reyson. This Hawk, with his incredible sight, has an amazing chance of striking the enemy, making him deadly in battle.



ULKI

Also under order by his king, Ulki enlists as Reyson's second body guard. Complementing Janaff's eyesight, Ulki has an incredible sense of hearing that alerts him to enemy attacks so he can dodge them quickly. Janaff and Ulki form a powerful duo.



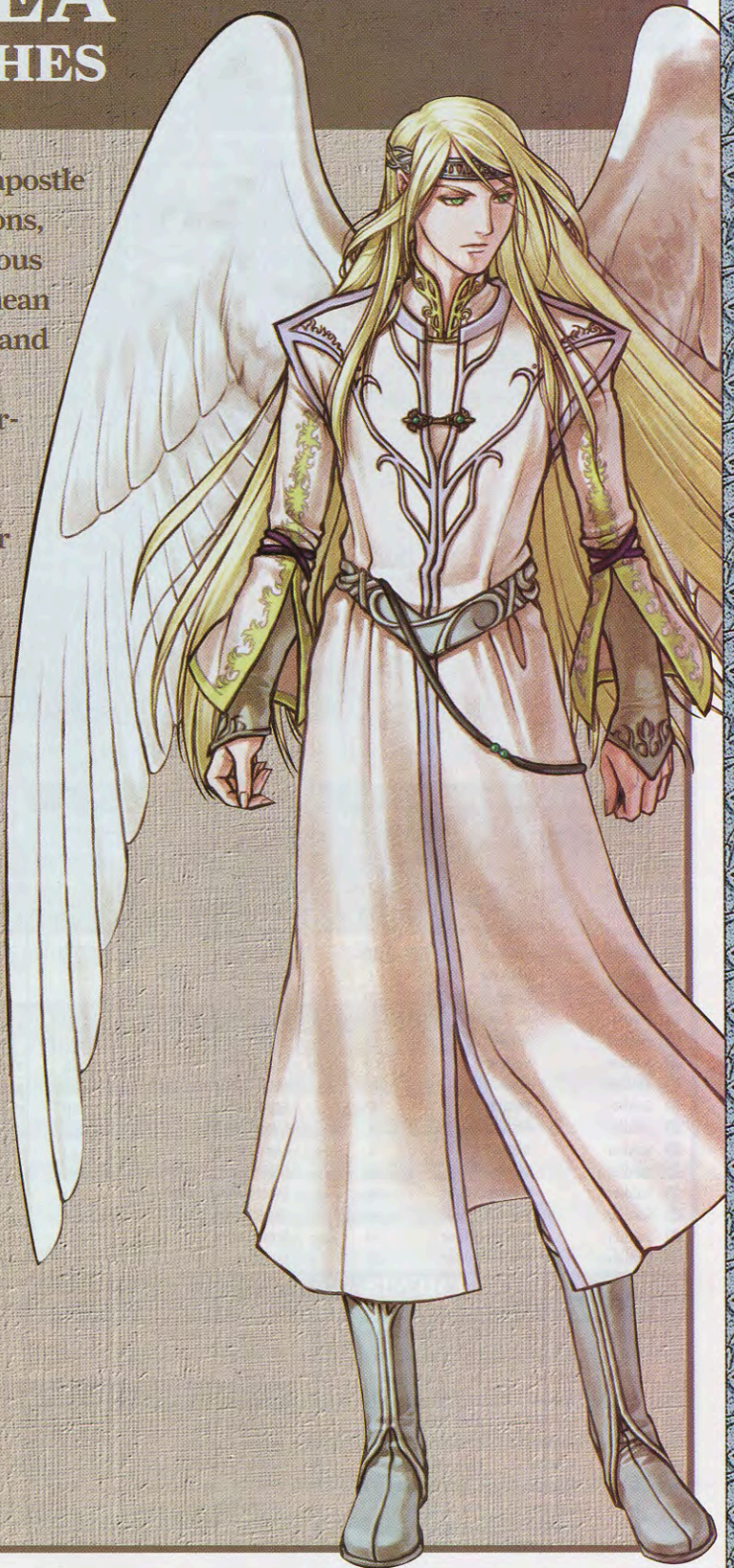
TANITH

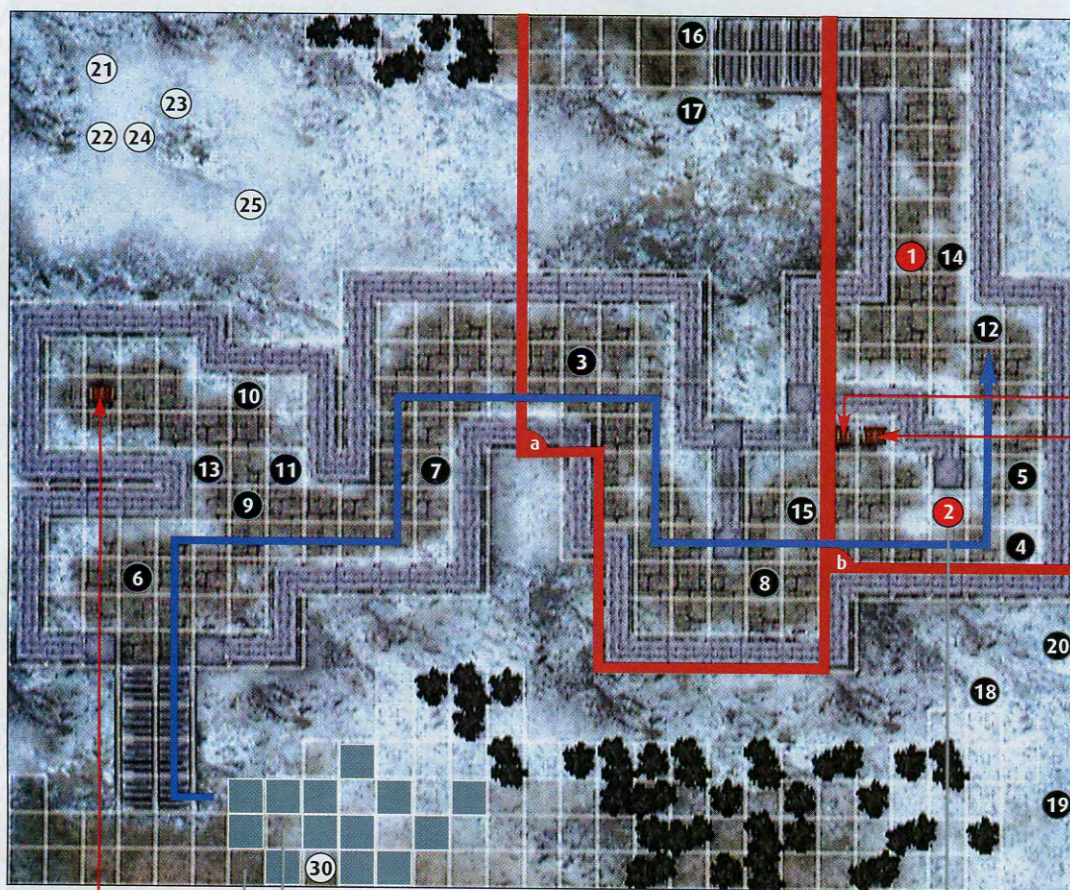
The apostle has sent Tanith to serve under Ike on behalf of Begnion. Tanith rides a Pegasus into battle, and can call in two small regiments of Holy Guard reinforcements per battle for Ike to command.



SHINON

Shinon has a soft spot for his young apprentice, Rolf, and will not engage in combat with him. After watching a heartfelt moment between the two, Ike shows some mercy and refuses to take Shinon's life. After the battle, Ike demands that Shinon join his army.





RECOVER

29-27 26-28

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Kayachey	Sage	8	Tornado, Elixir
2 Shinon	Sniper	1	Brave Bow, Vulnerary
3 Soldier	Sage	1	Bolting
4 Soldier	Sage	1	Blizzard, Wind
5 Soldier	General	1	Laguz Lance
6 Soldier	Soldier	18	Steel Lance
7 Soldier	Warrior	1	Steel Axe, Iron Bow
8 Soldier	Knight	16	Knight Killer
9 Soldier	Halberdier	1	Short Spear
10 Soldier	Archer	19	Steel Bow
11 Soldier	Soldier	16	Steel Lance
12 Soldier	Soldier	17	Steel Lance
13 Soldier	Soldier	17	Steel Lance
14 Soldier	Bishop	1	Light, Mend
15 Soldier	Bishop	1	Light, Mend
16 Soldier	Sword Knight	19	Steel Sword, Vulnerary
17 Soldier	Sword Knight	19	Steel Sword, Vulnerary
18 Soldier	Wyvern Rider	15	Steel Lance
19 Soldier	Wyvern Rider	14	Steel Lance
20 Soldier	Wyvern Rider	15	Steel Lance, Javelin

ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEMS
21 zone a	Soldier	Bird Tribe/Raven	6	Beak, Vulnerary
22 zone a	Soldier	Bird Tribe/Raven	6	Beak
23 zone b	Soldier	Bird Tribe/Raven	8	Beak
24 zone b	Soldier	Bird Tribe/Raven	6	Beak
25 zone b	Soldier	Bird Tribe/Raven	7	Beak
26 7	Soldier	Lance Knight	17	Steel Lance
27 7	Soldier	Lance Knight	16	Steel Lance
28 8	Soldier	Lance Knight	20	Steel Lance, Javelin
29 8	Soldier	Axe Knight	18	Steel Axe, Hand Axe
30 8	Soldier	Paladin	1	Steel Lance, Iron Bow, Vulnerary

SHINON HASN'T CHANGED

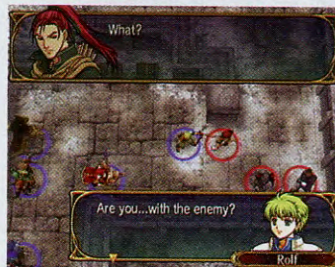
When you encounter Shinon, your former colleague, he'll be at the same level as when you saw him last (back in Chapter 7). He's still a jerk, too.

INSIDE AND OUT



You'll have to contend with a few foes (including a couple of annoying magic users with ranged attacks) before you enter the house in the east. Cast Ward on one of your units to safeguard him from magic attacks, and trick the enemy spellcasters into wasting their efforts. Once you clear the area and cross into zone B, more enemy reinforcements will cruise in from the northwest. Make sure your party is prepared to deal with them.

ROLF THE CONVERSATIONALIST



Keep your ranged fighters away from Shinon. If the turncoat attacks one of your own, your troops will kill him in retaliation. Instead, send Rolf ahead to speak with Shinon, then let Ike get his knuckles dirty. Since Shinon is still a low-level character, your team leader won't have any problems knocking the tar out of him. Ike, being the softy that he is, will show mercy and instead ask the Archer to rejoin the Greil mercenaries.

VENDOR

ITEM	PRICE
Heal	600
Mend	1,000
Pure Water	900
Restore	2,000
Vulnerary	300

CREATE A WEAPON

ITEM	KIND
Axe	Iron/Steel/Silver/Hand
Bow	Iron/Steel/Silver
Lance	Iron/Slim/Steel/Silver/Javelin
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel/Silver

SILENCE

WRATH SCROLL

ARMORY

ITEM	PRICE
Dagger	600
Elfire	1,800
Elthunder	1,950
Elwind	1,650
Fire	560
Hand Axe	375
Iron Axe	270
Iron Blade	980
Iron Bow	540
Javelin	500
Light	800
Shine	2,100
Steel Axe	420
Steel Blade	700
Steel Bow	840
Steel Lance	560
Steel Sword	700
Thunder	600
Wind	520

STORMY WEATHER

Eliminate all opposition before approaching the boss's domain. His Tornado attack is deadly, and it's especially effective against your aerial units. Either keep your flyers outside of his sphere of influence or equip them with Full Guard to negate the attack. Once you're ready, move in fast and hard and beat him into a pulp.



Save the toughest opponent—the boss—for last. By taking out lesser opponents first, you'll be able to concentrate fully on one target instead of taking cheap shots from the side.

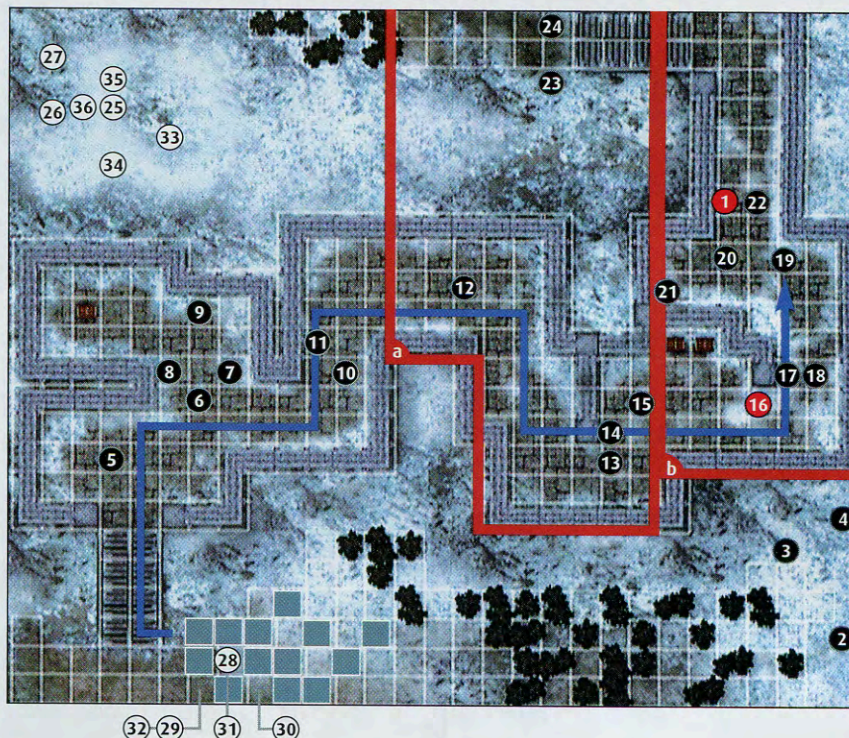
DIFFICULT MODE

Baby, you can do it. Take your time, do it right. This chapter's Difficult mode is especially challenging, but like all the previous Difficult-mode levels you've conquered, it's beatable with the proper strategy. Keep your eye on enemy reinforcements; there are more this time around, and if they catch you unawares, they'll spank your party. Don't cross into the red zones without first clearing your current location of its inhabitants. Bait the magic users into range as you did before using a protected unit. Once they're out of ammo, it's go time!

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Kayachey	Sage	8	Tornado, Elixir
2 Soldier	Wyvern Rider	14	Steel Lance
3 Soldier	Wyvern Rider	15	Steel Lance
4 Soldier	Wyvern Rider	15	Steel Lance, Javelin
5 Soldier	Soldier	18	Steel Lance
6 Soldier	Halberdier	1	Short Spear
7 Soldier	Soldier	16	Steel Lance
8 Soldier	Soldier	17	Steel Lance
9 Soldier	Archer	19	Steel Bow
10 Soldier	Warrior	1	Steel Axe, Iron Bow
11 Soldier	Fighter	20	Steel Axe, Hand Axe, Vulnerary
12 Soldier	Sage	1	Bolting
13 Soldier	Knight	16	Knight Killer
14 Soldier	Bishop	1	Light, Mend
15 Soldier	Sage	1	Bolting, Thunder, Shade Scroll
16 Shinon	Sniper	*	Brave Bow, Vulnerary
17 Soldier	General	1	Short Spear, Vulnerary
18 Soldier	General	1	Laguz Lance
19 Soldier	Soldier	17	Steel Lance
20 Soldier	Soldier	18	Javelin
21 Soldier	Sage	1	Blizzard, Wind
22 Soldier	Bishop	1	Light, Mend
23 Soldier	Sword Knight	19	Steel Sword, Vulnerary
24 Soldier	Sword Knight	19	Steel Sword, Vulnerary

* Shinon will be at the same level as when he left in Chapter 7.



ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEMS
25 zone a	Soldier	Bird Tribe/Raven	6	Beak, Coin
26 zone a	Soldier	Bird Tribe/Raven	6	Beak, Coin
27 zone a	Soldier	Bird Tribe/Raven	6	Beak, Vulnerary
28 7	Soldier	Lance Knight	17	Steel Lance
29 7	Soldier	Lance Knight	16	Steel Lance
30 8	Soldier	Paladin	1	Steel Lance, Iron Bow, Vulnerary
31 8	Soldier	Lance Knight	20	Steel Lance, Javelin
32 8	Soldier	Axe Knight	18	Steel Axe, Hand Axe
33 zone b	Soldier	Bird Tribe/Raven	7	Beak, Coin
34 zone b	Soldier	Bird Tribe/Raven	8	Beak
35 zone b	Soldier	Bird Tribe/Raven	8	Beak, Coin
36 zone b	Soldier	Bird Tribe/Raven	6	Beak

ARMORY

ITEM	PRICE
Dagger	600
Fire	560
Iron Axe	270
Iron Bow	540
Iron Lance	360
Iron Sword	460
Steel Axe	420
Steel Bow	840

CREATE A WEAPON

ITEM	KIND
Axe	Iron/Steel/Hand
Bow	Iron/Steel
Lance	Iron/Slim/Steel/Javelin
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel

VENDOR

ITEM	PRICE
Heal	600
Mend	1,000
Pure Water	900
Vulnerary	300

CHAPTER 19

ENTRUSTED

Naesala, king of the Kilvas Laguz, has joined forces with Daein. Midway through their second battle in Daein territory, though, Reyson and the hawks get the chance to talk some sense into Naesala, who will listen to reason and abandon the snowy battlefield. When the skirmish dies down, Ike will learn precious secrets from Volke regarding his father and his sister's medallion.



ALLIES: 13 | ENEMIES: 27

BALLISTA TRIPLE THREAT

A trio of long-range Ballistae threatens to annihilate your weak units. Each device is loaded with five bolts. Check the firing range before moving into a ballista's path. Use your hardy warriors to absorb the damage if you can't snipe the Archer operators first.

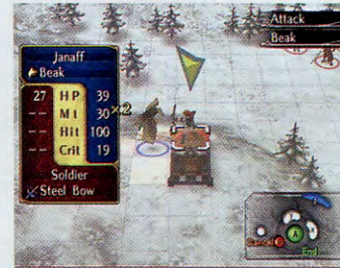


Ballistae are lethal to light units and fliers, so be cautious.



TAKE TO THE HILLS

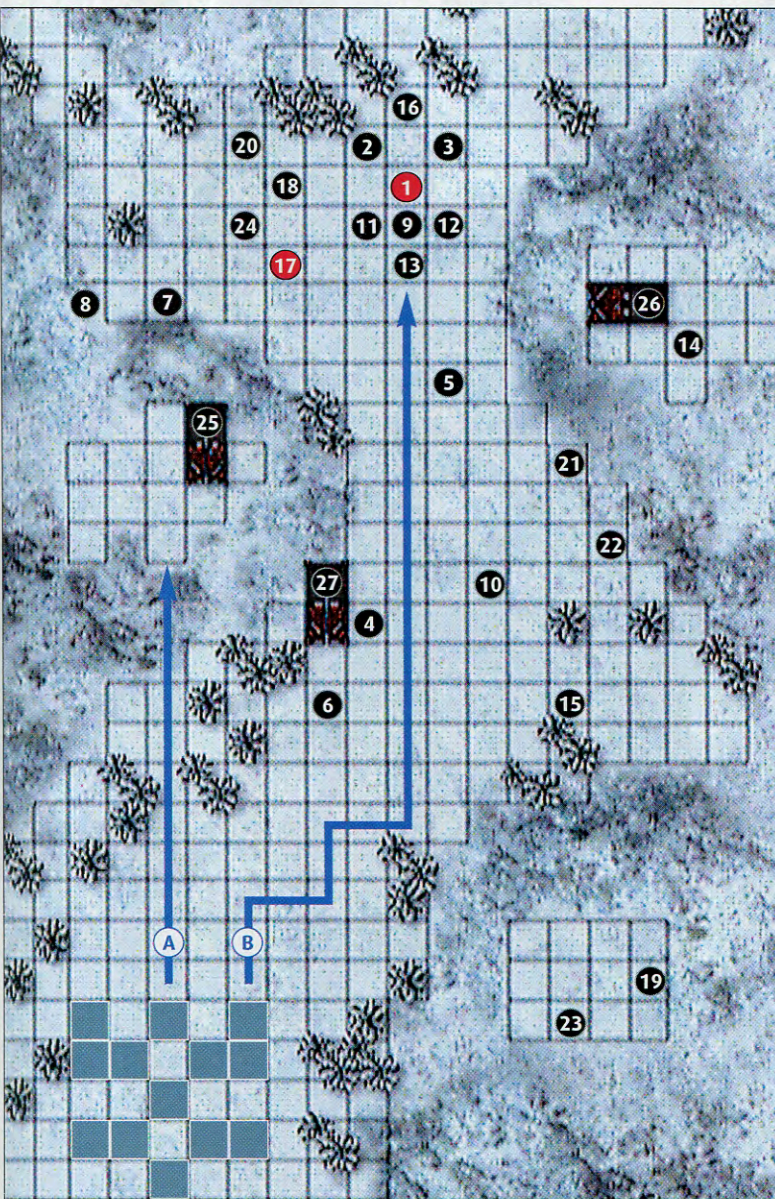
Some of your opponents will take potshots at your group from on high. Since even your ranged units (especially Janaff) will have difficulty hitting their targets from afar, send your winged troops to deal with them.



Take out pesky enemies with your aerial units. Simply fly to their location and smite them like the vermin they are.

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Homasa	Swordmaster	11	Sonic Sword, Silver Sword, Elixir
2 Soldier	Bow Knight	17	Steel Bow
3 Soldier	Lance Knight	16	Steel Lance, Javelin
4 Mercenary	Warrior	3	Killer Axe, Vulnerary
5 Soldier	Sniper	1	Laguz Bow
6 Mercenary	Myrmidon	18	Iron Blade
7 Soldier	Wyvern Rider	16	Steel Lance
8 Soldier	Wyvern Lord	1	Steel Lance, Short Spear, Vulnerary
9 Mercenary	Myrmidon	20	Longsword, Vulnerary
10 Mercenary	Myrmidon	20	Armorslayer
11 Mercenary	Myrmidon	18	Iron Blade
12 Mercenary	Myrmidon	17	Iron Blade, Vulnerary
13 Mercenary	Myrmidon	18	Steel Sword
14 Mercenary	Fighter	18	Short Axe
15 Soldier	Soldier	19	Steel Lance
16 Soldier	Priest	15	Mend
17 Naesala	Bird Tribe/Raven	17	Beak, Coin
18 Soldier	Bird Tribe/Raven	8	Beak, Elixir
19 Soldier	Bird Tribe/Raven	6	Beak, Vulnerary
20 Soldier	Bird Tribe/Raven	7	Beak
21 Soldier	Bird Tribe/Raven	7	Beak
22 Soldier	Bird Tribe/Raven	7	Beak
23 Soldier	Bird Tribe/Raven	7	Beak
24 Soldier	Bird Tribe/Raven	8	Beak
25 Soldier	Archer	14	Steel Bow, Vulnerary
26 Soldier	Archer	16	Iron Bow, Vulnerary
27 Soldier	Archer	15	Iron Bow



ARMORY

ITEM	PRICE
Elwind	1,650
Hand Axe	375
Iron Sword	460
Javelin	500
Light	800
Silver Axe	1,250
Silver Bow	2,000
Silver Lance	1,500
Silver Sword	1,875
Slim Lance	525
Slim Sword	560
Steel Axe	420
Steel Blade	700
Steel Bow	840
Steel Lance	560
Wind	520

VENDOR

ITEM	PRICE
Heal	600
Mend	1,000
Restore	2,000
Vulnerary	300

CREATE A WEAPON

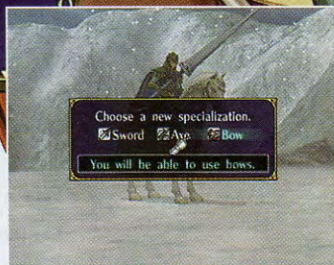
ITEM	KIND
Axe	Iron/Steel/Silver/Hand
Bow	Iron/Steel/Silver
Lance	Iron/Slim/Steel/Silver/Javelin
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel/Silver

PYRAMID SCHEME

You have the opportunity to unleash a crippling attack against your foes, but first you need to meet three conditions. First off, Oscar, Rolf and Boyd must all be in your party, with Oscar and Boyd changed to a master class. Next, Oscar and Boyd must equip a bow as their weapon. Lastly, you must position the three characters in a triangle surrounding your opponent, with each party member one square away from the enemy to allow for a ranged attack. Then you can sit back and watch the fireworks.



Though it's a bit of work to stage the Triangle Attack, it's worth the effort. Assemble the right units, equip them accordingly and move them into position to see the special attack in action.



At last, a pyramid scheme that actually works! Stage the right fighters in the appropriate positions, give them the right weapons and reap the rewards of this lucrative attack plan.



DON'T SHOOT THE BIRDIES

While it is indeed tempting to want to blast those air-headed Laguz units from the sky, resist the urge to draw blood. Speak with Naesala (using Ulki or Janaff), then protect your courier from attack. Your party members will automatically retaliate if attacked, which will result in a tribe member's death, so steer clear of them.



Pacifism in a war game? What gives?! For once, it pays to restrain your insatiable desire to knock the stuffing out of Reyson's buddies—you'll get the Knight Ring in return.

CRIMES AND MISDEMEANORS

Who says Thieves are good-for-nothing, worthless criminals (besides the people they rip off)? Save yourself a lot of trouble (and a long boss fight) by looting the pockets of each of Homasa's guards before the final showdown. Have your Thief steal from the Priests to hinder their ability to heal their employer. Once you snatch the Javelin from the Lance Knight, he'll be unable to hit your units from afar.



Unless you're a fan of cruel and unusual punishment, you should steal from your enemies to prevent them from using certain weapons against you or healing their colleagues.

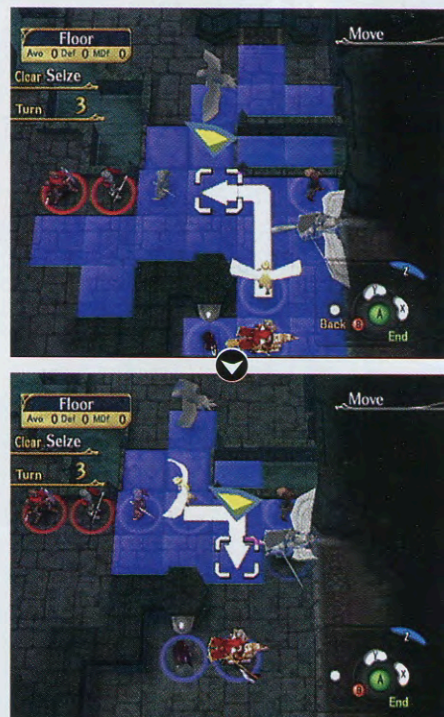
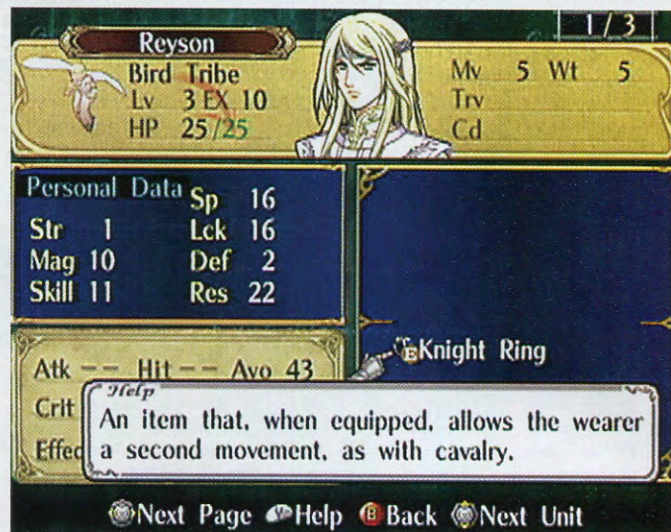
(NOT SO) DIVINE WIND

Homasa totes a Sonic Sword which harnesses Wind magic—so be cautious when engaging him in combat. Send units with a high Defense against magic (such as Titania) into a close-quarters fight while your ranged party members lob shots at the boss from a safer distance.



THE KNIGHT RING

Unlike mounted units, which can split their movement range before and after combat, ground fighters are forced to sit tight until the next turn. But the Knight Ring, when equipped, gives your foot soldiers increased mobility that lets them engage in "hit and run" attacks and quick escapes. If you made it through this battle without slaying any Laguz, you'll receive this handy item as a reward.



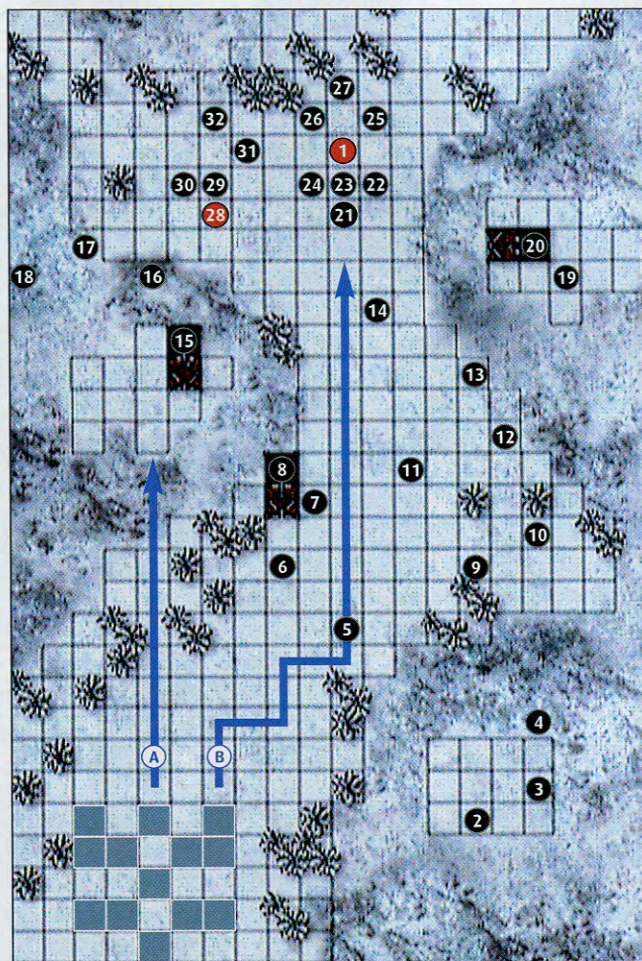
You'll be tempted to give the Knight Ring to Ike or one of your other foot soldiers, but instead let Reyson finish the battle with it equipped instead. While he's wearing the magical jewelry, he'll flee his attackers and survive the round.

DIFFICULT MODE

Can you find it in your heart to forgive him? It'll be tougher in Difficult mode to hold back your aggression against Naesala and his flyboys, but unless you want to forfeit that sweet, sweet Knight Ring, you'd best check your attitude and make haste to Naesala. Hit the Archers before they get a chance to fire the Ballistae, and send Ulki or Janaff up the line to speak with Naesala. Protect your weak troops from ranged attacks and push north. Execute a pyramid attack (see page 86) against difficult enemies, and use your Thief to acquire handy items from tough fighters and magic users. When you're ready to assault the boss, send in the big guns.

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Homasa	Swordmaster	11	Sonic Sword, Silver Sword, Elixir
2 Soldier	Bird Tribe/Raven	7	Beak, Coin
3 Soldier	Bird Tribe/Raven	6	Beak, Vulnerary
4 Soldier	Bird Tribe/Raven	6	Beak, Vulnerary
5 Mercenary	Fighter	18	Steel Axe, Hand Axe
6 Mercenary	Myrmidon	18	Iron Blade
7 Mercenary	Warrior	3	Killer Axe, Vulnerary
8 Soldier	Archer	15	Iron Bow
9 Soldier	Soldier	19	Steel Lance
10 Soldier	Priest	14	Mend
11 Mercenary	Myrmidon	20	Armorslayer
12 Soldier	Bird Tribe/Raven	7	Beak, Coin
13 Soldier	Bird Tribe/Raven	7	Beak, Coin
14 Soldier	Sniper	1	Laguz Bow
15 Soldier	Archer	16	Steel Bow, Vulnerary
16 Soldier	Wyvern Rider	16	Steel Lance, Javelin
17 Soldier	Wyvern Lord	1	Steel Lance, Short Spear, Vulnerary
18 Soldier	Wyvern Rider	18	Steel Lance, Javelin
19 Mercenary	Fighter	18	Short Axe
20 Soldier	Archer	18	Iron Bow, Vulnerary
21 Soldier	Myrmidon	18	Steel Sword
22 Soldier	Myrmidon	17	Iron Blade, Vulnerary
23 Soldier	Myrmidon	20	Longsword, Vulnerary
24 Soldier	Myrmidon	18	Iron Blade
25 Soldier	Lance Knight	16	Steel Lance, Javelin
26 Soldier	Bow Knight	17	Steel Bow
27 Soldier	Priest	15	Mend
28 Naesala	Bird Tribe/Raven	17	Beak, Laguz Band, Coin
29 Soldier	Bird Tribe/Raven	8	Beak, Coin
30 Soldier	Bird Tribe/Raven	9	Beak, Coin
31 Soldier	Bird Tribe/Raven	8	Beak, Elixir
32 Soldier	Bird Tribe/Raven	7	Beak



ARMORY

ITEM	PRICE
Hand Axe	375
Iron Axe	270
Iron Bow	540
Iron Lance	360
Iron Sword	460
Steel Lance	560
Steel Sword	700
Wind	520

VENDOR

ITEM	PRICE
Heal	600
Mend	1,000
Vulnerary	300

CREATE A WEAPON

ITEM	KIND
Axe	Iron/Steel/Hand
Bow	Iron/Steel
Lance	Iron/Slim/Steel/Javelin
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel

CHAPTER 20

DEFENDING TALREGA

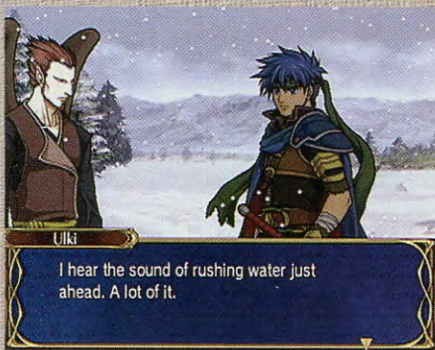
As Ike's army marches toward Nevassa, the capital of Daein, the soldiers fall into a trap set by the wicked General Petrine. In an attempt to slow down Ike's progress, Petrine opened a floodgate at the expense of the small town of Talrega. Ike's group fights the Daein troops in Talrega in an attempt to close the floodgates before the innocent town is completely submerged. Jill and her allies must face Jill's father, Shiharam, in battle.

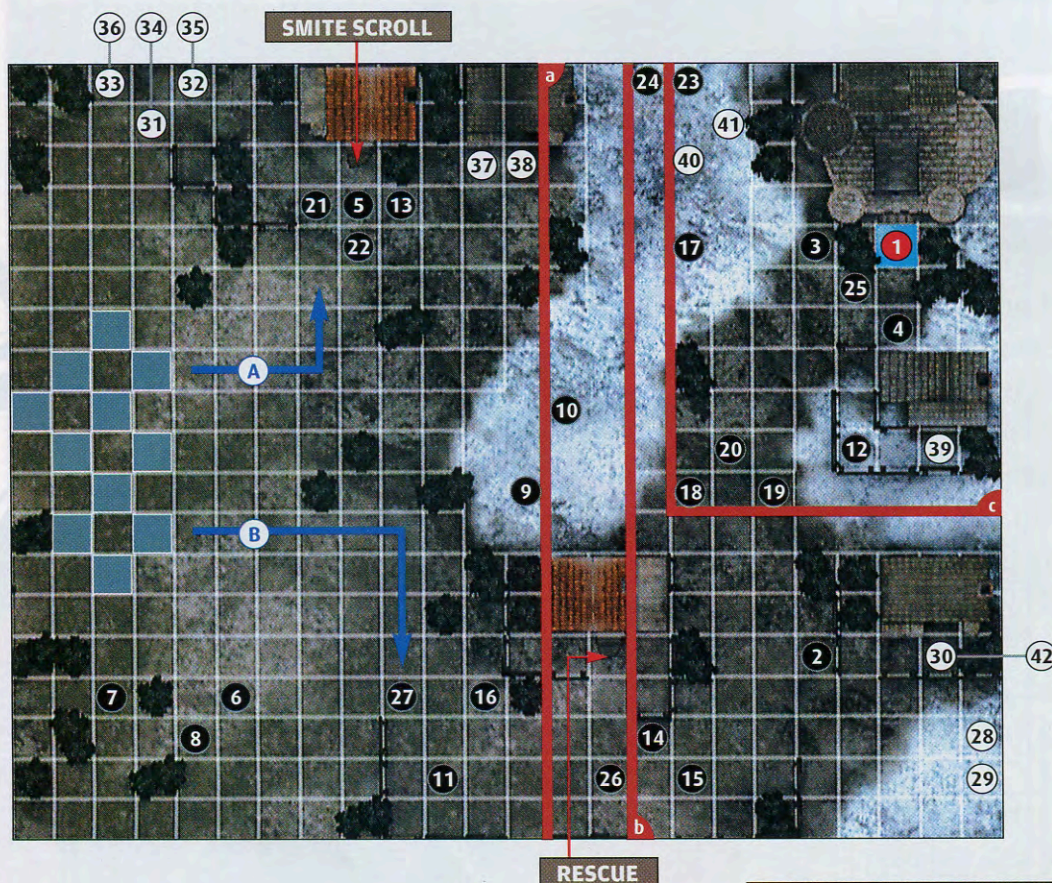
NEW MEMBER



CALILL

Calill can be hired as a mercenary via the Info menu before the battle at Talrega begins. She is a powerful Sage who wishes to lend her magic skills to the Crimean Liberation Army.





ARMORY

ITEM	PRICE
Elfir	1,800
Elthunder	1,950
Elwind	1,650
Fire	560
Iron Blade	980
Iron Bow	540
Iron Lance	360
Shine	2,100
Silver Axe	1,250
Silver Bow	2,000
Silver Lance	1,500
Silver Sword	1,875
Steel Axe	420
Steel Bow	840
Steel Sword	700
Thunder	600
Wind	520

VENDOR

ITEM	PRICE
Heal	600
Mend	1,000
Pure Water	900
Restore	2,000
Vulnerary	300

CREATE A WEAPON

ITEM	KIND
Axe	Iron/Steel/Silver/Hand
Bow	Iron/Steel/Silver
Lance	Iron/Slim/Steel/Silver/Javelin
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel/Silver

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Shiharam	Wyvern Lord	10	Tomahawk, Full Guard, Elixir
2 Soldier	Bishop	2	Shine, Mend, Physic
3 Soldier	Sage	1	Elfir, Heal
4 Soldier	Sage	1	Bolganone, Mend
5 Soldier	Archer	19	Steel Bow
6 Soldier	Soldier	19	Steel Lance
7 Soldier	Soldier	20	Steel Lance
8 Hired	Fighter	20	Steel Axe, Vulnerary
9 Soldier	Wyvern Rider	18	Steel Lance
10 Soldier	Wyvern Rider	18	Steel Lance
11 Soldier	Wyvern Rider	19	Steel Lance
12 Soldier	Sage	3	Blizzard, Elwind
13 Soldier	Priest	20	Mend
14 Soldier	Sword Knight	18	Laguzslayer
15 Soldier	Paladin	2	Killer Bow, Steel Sword
16 Hired	Myrmidon	20	Laguzslayer
17 Soldier	Wyvern Rider	16	Steel Lance
18 Soldier	Knight	18	Steel Lance, Vulnerary
19 Soldier	Knight	18	Steel Lance, Vulnerary
20 Soldier	Sniper	1	Steel Bow, Longbow, Provoke Scroll
21 Soldier	Halberdier	1	Steel Lance
22 Soldier	Halberdier	1	Steel Lance
23 Soldier	Wyvern Knight	17	Knight Killer
24 Soldier	Wyvern Knight	15	Steel Lance, Javelin
25 Soldier	Wyvern Knight	18	Short Spear
26 Soldier	Sword Knight	19	Steel Sword
27 Hired	Fighter	20	Hand Axe, Vulnerary

ENEMY REINFORCEMENTS

	TURN	NAME	CLASS	LV	ITEMS
28	3	Soldier	Wyvern Rider	15	Steel Lance
29	3	Soldier	Wyvern Rider	17	Steel Lance
30	5	Soldier	Knight	18	Steel Lance
31	8	Soldier	Wyvern Rider	15	Laguz Lance, Vulnerary
32	8	Soldier	Wyvern Rider	18	Iron Lance
33	8	Soldier	Wyvern Rider	15	Javelin
34	10	Soldier	Wyvern Rider	15	Laguz Lance, Vulnerary
35	10	Soldier	Wyvern Rider	18	Iron Lance
36	10	Soldier	Wyvern Rider	15	Javelin
37	zone a	Soldier	Mage	18	Elwind
38	zone a	Soldier	Sage	1	Elwind, Heal
39	zone b	Hired	Myrmidon	18	Steel Sword
40	zone b	Soldier	Wyvern Rider	15	Steel Lance, Javelin
41	zone b	Soldier	Wyvern Rider	17	Steel Lance, Javelin
42	zone c	Soldier	Knight	18	Steel Lance

AIR TRAFFIC



Split your forces in two: send a small group of strong fighters northeast to secure the house there, and deploy the remainder of your units in the southeast to clear out the many Wyvern patrolling the first zone. Take care not to cross over into the far east or you'll risk being outnumbered by two waves of incoming soldiers. Make haste to the boss and reach him within 15 total turns (both your turns and your enemy's).

STEAL THE STAFFS



Send your Thief after the magic users and make off with the goods before you take them out. Prioritize attacking the Sages here; otherwise they will heal your foes and slow down your progress.

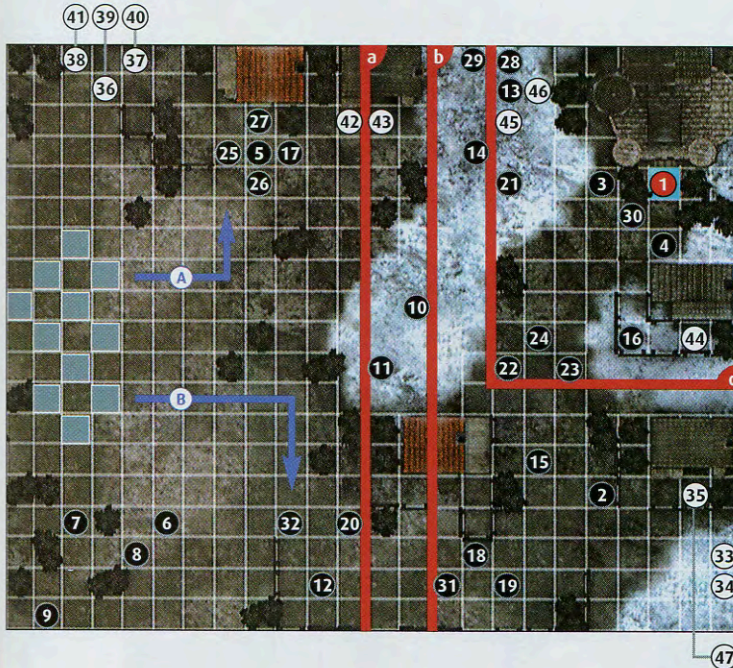


FAMILY TIES

Don't bring Jill into this battle—there's a chance she'll leave your party and rejoin her father (unless she's developed a tight bond with Lethe or Mist through battle and conversation). The Wyvern Lord is equipped with a Full Guard, so attack bonuses gained through use of Wind magic and bows are negated. Send your toughest swordsmen and melee fighters to the front line and chop Jill's dad down to size.

DIFFICULT MODE

The battlefield is littered with enemies, slowing your progress to a halt. The good news is, you have an extra five turns to reach the objective, for a total of 20 turns. Proceed the same way as you would in Normal mode, targeting Sages and winged units first. Steal what items you can and secure the houses before you step into reinforcement zones.



ARMORY	
ITEM	PRICE
Elwind	1,650
Iron Axe	270
Iron Bow	540
Iron Lance	360
Iron Sword	460
Javelin	500
Knife	480
Steel Axe	420
Steel Bow	840
Wind	520

VENDOR	
ITEM	PRICE
Heal	600
Mend	1,000
Vulnerary	300

CREATE A WEAPON	
ITEM	KIND
Axe	Iron/Steel/Hand
Bow	Iron/Steel
Lance	Iron/Slim/Steel/Javelin
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Shiharam	Wyvern Lord	10	Tomahawk, Full Guard, Elixir
2 Soldier	Bishop	2	Shine, Physic
3 Soldier	Sage	1	Elfire, Mend
4 Soldier	Sage	1	Bolganone, Mend
5 Soldier	Archer	19	Steel Bow
6 Soldier	Soldier	19	Steel Lance
7 Soldier	Soldier	20	Steel Lance
8 Mercenary	Fighter	20	Steel Axe, Vulnerary
9 Soldier	Archer	20	Steel Bow, Vulnerary
10 Soldier	Wyvern Rider	18	Steel Lance
11 Soldier	Wyvern Rider	18	Steel Lance
12 Soldier	Wyvern Rider	19	Steel Lance
13 Soldier	Wyvern Rider	19	Steel Lance
14 Soldier	Wyvern Rider	17	Steel Lance
15 Soldier	Mage	19	Elwind, Vulnerary
16 Soldier	Sage	3	Blizzard, Elwind
17 Soldier	Priest	20	Mend
18 Soldier	Sword Knight	18	Laguzslayer
19 Soldier	Paladin	2	Killer Bow, Steel Sword
20 Mercenary	Myrmidon	20	Laguzslayer
21 Soldier	Wyvern Rider	16	Steel Lance
22 Soldier	Knight	18	Steel Lance, Vulnerary
23 Soldier	Knight	18	Steel Lance, Vulnerary
24 Soldier	Sniper	1	Steel Bow, Longbow, Provoke Scroll
25 Soldier	Halberdier	1	Steel Lance
26 Soldier	Halberdier	1	Steel Lance
27 Soldier	Halberdier	2	Steel Lance, Short Spear
28 Soldier	Wyvern Rider	17	Knight Killer
29 Soldier	Wyvern Rider	15	Steel Lance, Javelin
30 Soldier	Wyvern Rider	18	Short Spear
31 Soldier	Sword Knight	19	Steel Sword
32 Mercenary	Fighter	20	Hand Axe, Vulnerary

ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEMS	
33	3	Soldier	Wyvern Rider	15	Steel Lance
34	3	Soldier	Wyvern Rider	17	Steel Lance
35	5	Soldier	Knight	18	Steel Lance
36	8	Soldier	Wyvern Rider	15	Laguz Lance
37	8	Soldier	Wyvern Rider	18	Iron Lance
38	8	Soldier	Wyvern Rider	15	Javelin
39	10	Soldier	Wyvern Rider	15	Laguz Lance
40	10	Soldier	Wyvern Rider	18	Iron Lance
41	10	Soldier	Wyvern Rider	15	Javelin
42	zone a	Soldier	Mage	18	Elwind
43	zone a	Soldier	Sage	1	Elwind, Heal
44	zone b	Hired	Myrmidon	18	Steel Sword
45	zone b	Soldier	Wyvern Rider	15	Steel Lance, Javelin
46	zone b	Soldier	Wyvern Rider	17	Steel Lance, Javelin
47	zone c	Soldier	Knight	18	Steel Lance

CHAPTER 21

WITHOUT A KING

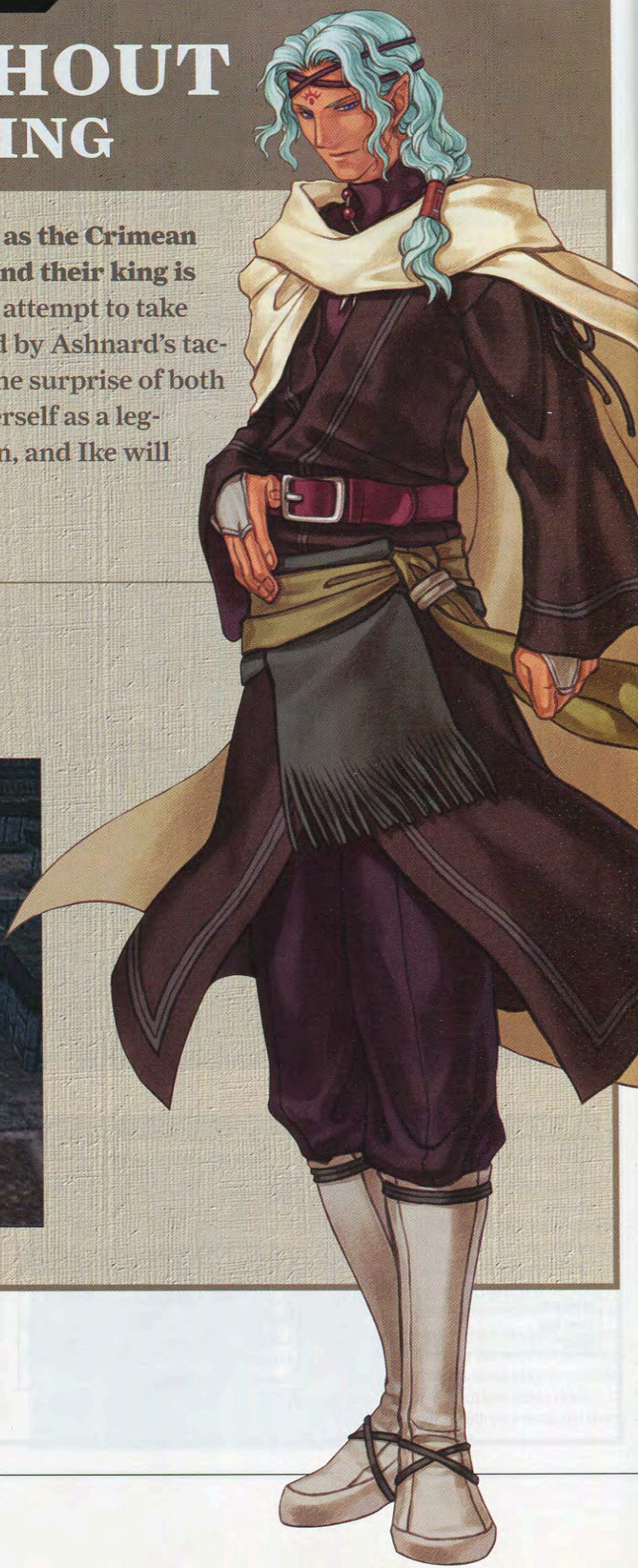
Daein troops grow restless as the Crimean army approaches their capital, and their king is nowhere to be found. As Ike and his troops attempt to take the capital, they come up against an army led by Ashnard's tactician, Ena—but Ena is no ordinary foe. To the surprise of both the Crimeans and the Daeins, Ena reveals herself as a legendary Goldoa dragon. The battle must go on, and Ike will soon learn of a traitor in his midst.

NEW MEMBER

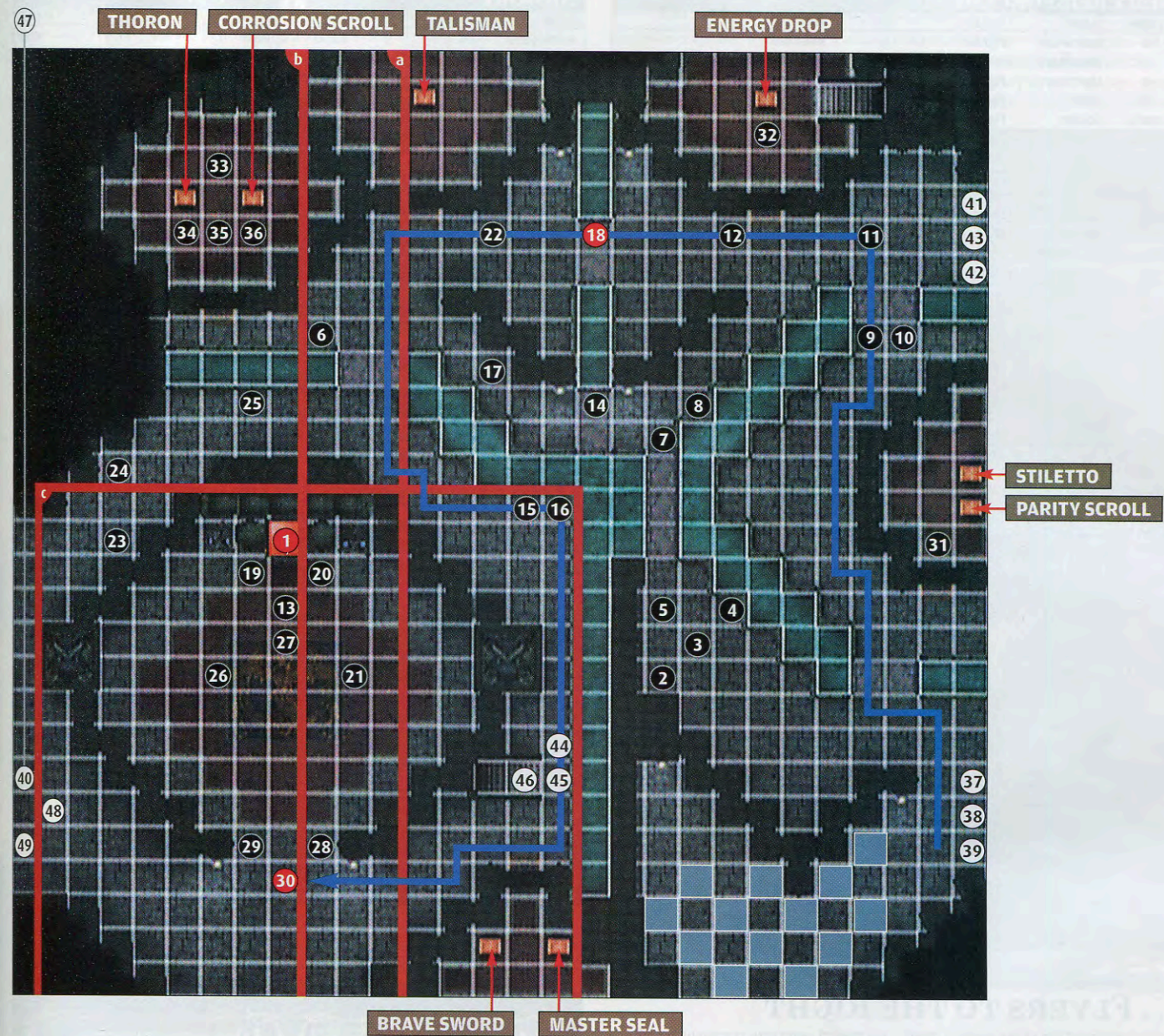


TAURONEO

Tauroneo, a longtime general of the Daein army, was a friend of Ike's father, Greil. Only Ike can convince the powerhouse to turn his back on Daein and join the Crimean cause.



ALLIES: 13 | ENEMIES: 36



STARTING ENEMIES

NAME	CLASS	LV	ITEMS	NAME	CLASS	LV	ITEMS
1 Ena	Dragon/Red	10	Breath, Demi Band, Elixir	19 Soldier	General	3	Killer Lance, Vulnerary
2 Soldier	Soldier	19	Steel Lance	20 Soldier	General	4	Laguzlayer, Vulnerary
3 Soldier	Soldier	19	Steel Lance	21 Soldier	Mage	19	Elfire, Vulnerary
4 Soldier	Soldier	19	Steel Lance	22 Soldier	Bishop	6	Shine, Sleep, Mend
5 Soldier	Halberdier	4	Short Spear	23 Soldier	Sniper	3	Longbow
6 Soldier	Knight	20	Steel Lance	24 Soldier	Mage	20	Elthunder, Vulnerary
7 Soldier	Knight	20	Steel Lance	25 Soldier	Mage	20	Elthunder, Vulnerary
8 Soldier	Archer	18	Longbow	26 Soldier	Mage	18	Elthunder
9 Mercenary	Myrmidon	20	Laguzlayer	27 Mercenary	Swordmaster	6	Killing Edge
10 Mercenary	Myrmidon	20	Longsword	28 Soldier	Knight	18	Short Spear
11 Mercenary	Fighter	19	Hammer	29 Soldier	Knight	20	Short Spear
12 Mercenary	Warrior	7	Steel Axe, Steel Bow, Vulnerary	30 Tauroneo	General	14	Spear, Silver Blade, Occult Scroll
13 Soldier	Bishop	6	Shine, Sleep, Physic	31 Mercenary	Warrior	3	Steel Axe
14 Soldier	Bishop	3	Shine, Mend	32 Soldier	Sage	5	Elfire
15 Soldier	Mage	20	Elfire, Vulnerary	33 Mercenary	Swordmaster	4	Steel Sword, Vulnerary
16 Soldier	Sage	3	Elfire	34 Mercenary	Myrmidon	19	Iron Blade
17 Soldier	Soldier	20	Steel Lance, Vulnerary	35 Mercenary	Myrmidon	16	Steel Sword
18 Kasatai	General	9	Brave Lance	36 Mercenary	Myrmidon	18	Laguzlayer

ENEMY REINFORCEMENTS					
TURN	NAME	CLASS	LV	ITEM	
37	6	Mercenary	Fighter	17	Steel Axe
38	6	Mercenary	Warrior	3	Short Axe
39	6	Mercenary	Fighter	20	Steel Axe
40	19	Thief	Thief	13	Dagger
41	zone a	Soldier	Fighter	19	Steel Axe
42	zone a	Soldier	Fighter	19	Steel Axe
43	zone a	Soldier	Warrior	6	Killer Axe
44	zone b	Soldier	Halberdier	2	Steel Lance
45	zone b	Soldier	Halberdier	4	Short Spear
46	zone b	Soldier	Sniper	5	Steel Bow
47	zone c	Mercenary	Myrmidon	19	Iron Blade
48	zone c	Mercenary	Myrmidon	19	Iron Blade
49	zone c	Mercenary	Swordmaster	5	Iron Blade

ARMORY	
ITEM	PRICE
Armorslayer	1,260
Dagger	600
Elfire	1,800
Elthunder	1,950
Fire	560
Hammer	800
Hand Axe	375
Iron Axe	270
Iron Blade	980
Javelin	500
Light	800
Silver Axe	1,250
Silver Bow	2,000
Silver Lance	1,500
Silver Sword	1,875
Steel Blade	700
Steel Bow	840
Steel Lance	560
Steel Sword	700
Thunder	600

VENDOR	
ITEM	PRICE
Heal	600
Mend	1,000
Pure Water	900
Restore	2,000
Vulnerary	300

CREATE A WEAPON	
ITEM	KIND
Axe	Iron/Steel/Silver/Hand
Bow	Iron/Steel/Silver
Lance	Iron/Slim/Steel/Silver/Javelin
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel/Silver



HORSES TO THE LEFT...

Take a two-pronged approach. Send your mounted units and some burly fighters up the left path to deal with the Daein forces lining the corridors. As you've done since the early stages, keep your fragile units behind with an escort as your strong fighters perform cleanup duties at the front.



Keep your ranged units behind your mounted ones. Let them soften up the opposition before your heavier troops take down the enemy so they earn valuable EX.

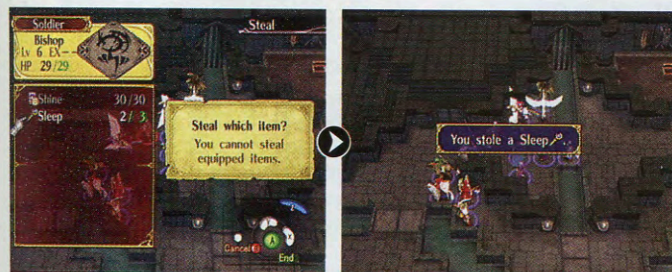
... FLYERS TO THE RIGHT

While your ground forces are pushing steadily northward, send your remaining aerial units up the right path. Bring a Thief along to open doors and chests you encounter. If at any point your units on either side of the divider become endangered, you can rescue them with a Pegasus Knight. Simply rush to the unit's location, toss the injured fellow on your back and fly to safety.



STEAL THE PHYSIC STAFF

Further along in your quest you'll encounter a Bishop wielding the Sleep Staff. You'll want it in your possession before you approach the boss, so send forth your Thief to pry the object from his wrinkled hands before you send him to meet his maker.



ROUT THE GENERAL

Halfway through your journey you'll square off against a powerful general. He holds the Brave Lance, which gives him the ability to strike you twice in one turn. Don't send your direct fighters against him; utilize your ranged party members and volley your assaults from a safe distance.



The miniboss possesses Wrath, which increases his likelihood of landing a critical hit when his own HP gets low. He has no ranged attack, so strike him from afar.



A CLOSE CALL

Not far from where you dispatched the general is the boundary line into zone A. Once you step over the invisible barrier, reinforcements will cruise in from the east (behind your group). Meet the threat head-on. A strong warrior with a deadly Killer Axe is among the reinforcements. Despite the power of his attacks, he is unable to retaliate when struck from far away. Use your ranged fighters and magic users to eliminate him quickly and mercilessly.



LINE YOUR POCKETS

Numerous pockets of treasure are scattered around the perimeter of the dungeon. Get your Thief working overtime and have him pry open each dusty trunk along the way. In the northwest corner a gang of sword-bearing thugs will try to stop your looting spree. Send in some units to clear out the cove before risking your Thief's hide.



RECRUIT TAURONEO

Once your party hits the northwest zone, head southward and split into two groups again. Send Ike down the right corridor with some heavy backup while the rest of your troops flank the left side. Have Ike strike up a conversation with Tauroneo. When you're finished jawing with him, he'll follow your lead.



UNFRIENDLY COMPETITION

By the 19th turn your Thief will have some competition. A rival burglar will sneak in from the west, but by that time you'll have emptied the dungeon of virtually all of its treasures. Before you confront the boss, send a small strike force to greet the newcomer and send him away... in a body bag.



You could just let your fellow Thief go about his business, but what fun would that be? Track him down, then take him out.

HEY BUDDY, GET OVER HERE!

You're within spitting distance of the boss woman, but it would be foolhardy to charge into her chambers with so many of her minions left alive. Reunite your clan at the south end of the map (where the two hallways meet) and lure the remaining guards to your location. Before long, you'll have weeded out the last of the resistance standing in your way.



As was mentioned on page 95, you'll want to swipe the Sleep Staff from the bishop before tackling "boss dragon breath."



Put the boss's men on permanent break before you blaze a trail to the far side of her chambers. By clearing the room in advance, you won't have to worry about protecting your flanks.

MMM... DEADLY DRAGON BREATH

She's not much to look at, and her breath stinks, too. But the boss of this chapter isn't that difficult to smite if you know how to handle her. Her fiery ranged attack can hit your units from a distance, but that's about it. She won't leave her spot, so soften her up with ranged hits of your own before moving in tight for some close-quarters combat.



If you brought Reyson along, use his Chant skill to sneak in another round of attacks. Any party members directly adjacent to him when he casts the spell will get another turn to fight.



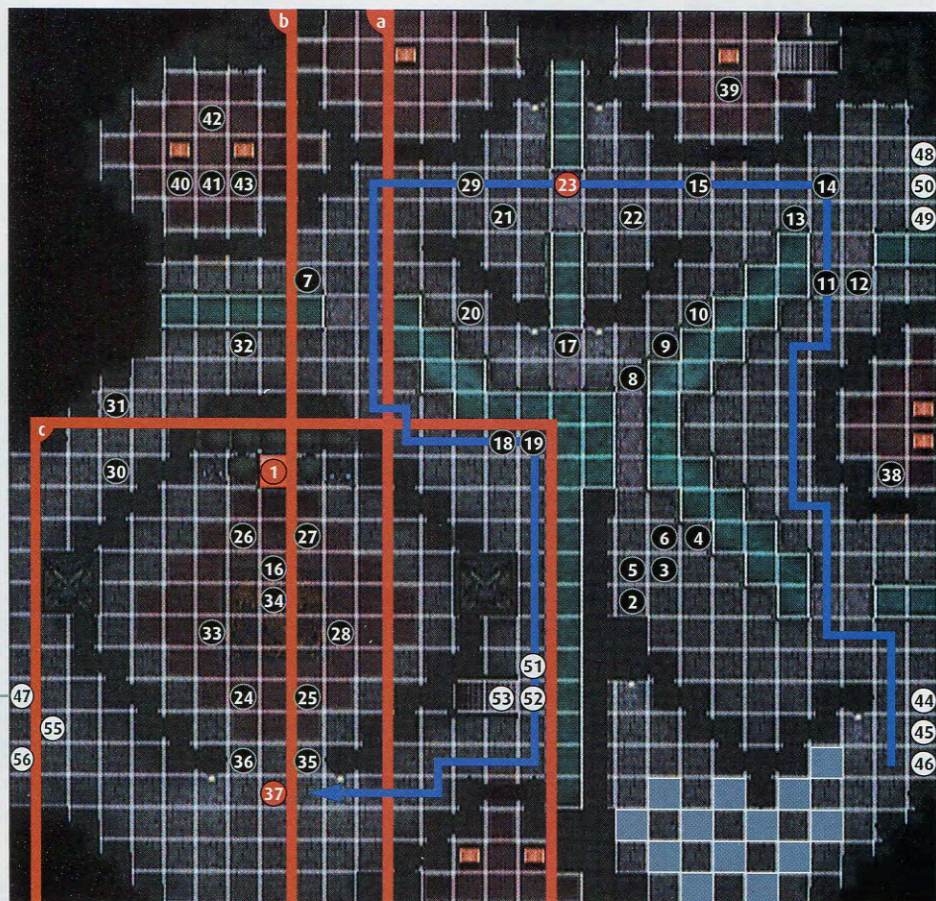
If you can't eliminate the boss in one turn, she'll heal herself with an Elixir. Use anti-Laguz weapons and Lightning magic to boost your attacks.

DIFFICULT MODE

Lucky for you, there's no time limit. Approach this chapter's Difficult mode with the same strategy you used in Normal mode. From the start point, split into two squads. Your winged units should stick to the outside while your bipedal fighters and mounted warriors travel up the center. Use your Thief to unlock doors and chests, but make sure he is well-guarded, as even more enemies will be patrolling the corridors. When you reach the last section in the southwest, lure hapless foes to your position and hit them from all sides. When it's time to take on the dragon, she'll have no one left to defend her or heal her wounds.

STARTING ENEMIES

	NAME	CLASS	LV	ITEMS
1	Ena	Dragon/Red	10	Breath, Demi Band, Elixir
2	Soldier	Soldier	19	Steel Lance
3	Soldier	Soldier	19	Steel Lance
4	Soldier	Soldier	19	Steel Lance
5	Soldier	Halberdier	4	Short Spear
6	Soldier	Halberdier	5	Steel Lance
7	Soldier	Knight	20	Steel Lance
8	Soldier	Knight	20	Steel Lance
9	Soldier	Archer	18	Longbow
10	Soldier	Archer	19	Longbow
11	Mercenary	Myrmidon	20	Laguzslayer
12	Mercenary	Myrmidon	20	Longsword
13	Mercenary	Fighter	18	Steel Axe
14	Mercenary	Fighter	19	Hammer
15	Mercenary	Warrior	7	Steel Axe, Steel Bow, Vulnerary
16	Soldier	Bishop	6	Shine, Sleep, Physic
17	Soldier	Bishop	3	Shine, Sleep, Mend
18	Soldier	Mage	20	Elfire, Vulnerary
19	Soldier	Sage	3	Elfire
20	Soldier	Soldier	20	Steel Lance, Vulnerary
21	Soldier	Knight	20	Steel Lance, Javelin
22	Soldier	Knight	20	Steel Lance, Javelin
23	Kasatai	General	9	Brave Lance
24	Soldier	Knight	18	Steel Lance
25	Soldier	Knight	18	Steel Lance
26	Soldier	General	3	Killer Lance, Vulnerary
27	Soldier	General	4	Laguzslayer, Vulnerary
28	Soldier	Mage	19	Elfire, Vulnerary
29	Soldier	Bishop	6	Shine, Sleep, Mend
30	Soldier	Sniper	3	Longbow
31	Soldier	Mage	20	Elthunder, Vulnerary
32	Soldier	Mage	20	Elthunder, Vulnerary
33	Soldier	Mage	18	Elthunder
34	Mercenary	Swordmaster	6	Killing Edge
35	Soldier	Knight	18	Short Spear
36	Soldier	Knight	20	Short Spear
37	Tauroneo	General	14	Spear, Silver Blade, Occult Scroll
38	Mercenary	Warrior	3	Steel Axe
39	Soldier	Sage	5	Elfire
40	Mercenary	Myrmidon	19	Iron Blade
41	Mercenary	Myrmidon	16	Steel Sword
42	Mercenary	Swordmaster	4	Steel Sword, Vulnerary
43	Mercenary	Myrmidon	18	Laguzslayer

**VENDOR**

ITEM	PRICE
Heal	600
Mend	1,000
Pure Water	900
Restore	2,000
Vulnerable	300

CREATE A WEAPON

ITEM	KIND
Axe	Iron/Steel/Hand
Bow	Iron/Steel
Lance	Iron/Slim/Steel/Javelin
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel

ARMORY

ITEM	PRICE
Dagger	600
Elthunder	1,950
Hand Axe	375
Iron Lance	360
Iron Sword	460
Steel Axe	420
Steel Blade	700
Steel Bow	840
Steel Lance	560
Steel Sword	700
Thunder	600

ENEMY REINFORCEMENTS

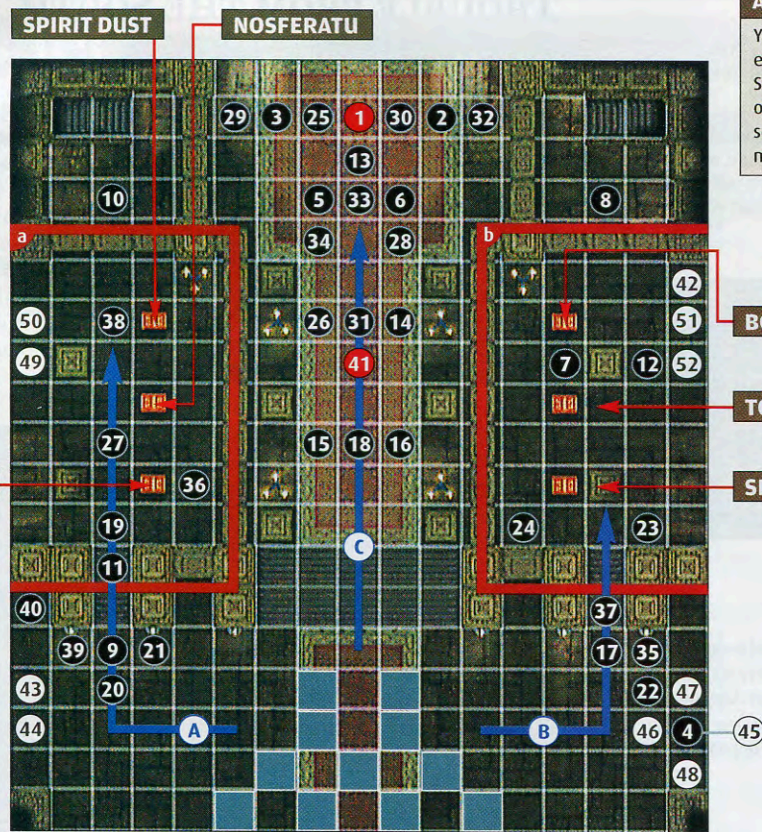
	TURN	NAME	CLASS	LV	ITEMS
44	6	Hired	Fighter	17	Steel Axe
45	6	Hired	Warrior	3	Short Axe
46	6	Hired	Fighter	20	Steel Axe
47	19	Thief	Thief	13	Dagger
48	zone a	Soldier	Fighter	19	Steel Axe
49	zone a	Soldier	Fighter	19	Steel Axe
50	zone a	Soldier	Warrior	6	Killer Axe
51	zone b	Soldier	Halberdier	2	Steel Lance
52	zone b	Soldier	Halberdier	4	Short Spear
53	zone b	Soldier	Sniper	5	Steel Bow
54	zone c	Hired	Myrmidon	19	Iron Blade
55	zone c	Hired	Myrmidon	19	Iron Blade
56	zone c	Hired	Swordmaster	5	Iron Blade

SOLO

The Daein capital is under the control of the Crimean army, but many questions are left unanswered and Ashnard is not there. As reinforcements come pouring in from Begnion, Ike decides to follow a lead from Nasir and take a small survey mission to Priest Temple. Ike's troops will find themselves in battle with a group of Daein mercenaries who are using the temple's Priests as human shields. Your victory in the temple will unveil many secrets, including the fact that Ike's parents once resided in Priest Temple.



ALLIES: 11 | ENEMIES: 41



ASHERA STAFF

You will be rewarded with the Ashera Staff if you leave all of the Priests alive, so show them mercy.

ARMORY

ITEM	PRICE
Elthunder	1,950
Iron Bow	540
Longbow	2,000
Shine	2,100
Silver Axe	1,250
Silver Bow	2,000
Silver Lance	1,500
Silver Sword	1,875
Steel Axe	420
Steel Blade	700
Steel Lance	560
Steel Sword	700
Stiletto	1,500
Thunder	600
Wind	520

VENDOR

ITEM	PRICE
Antitoxin	450
Heal	600
Mend	1,000
Pure Water	900
Restore	2,000
Vulnerary	300

CREATE A WEAPON

ITEM	KIND
Axe	Iron/Steel/Silver/Hand
Bow	Iron/Steel/Silver
Lance	Iron/Slim/Steel/Silver/Javelin
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel/Silver

STARTING ENEMIES

NAME	CLASS	LV	ITEMS	NAME	CLASS	LV	ITEMS
1 Schaeffer	Warrior	12	Killer Axe, Killer Bow	22 Priest	Priest	3	-
2 Mercenary	Warrior	6	Steel Axe, Venin Bow	23 Soldier	Soldier	19	Steel Lance
3 Mercenary	Warrior	5	Venin Axe, Steel Bow	24 Soldier	Soldier	19	Short spear
4 Mercenary	Myrmidon	19	Armorslayer	25 Priest	Priest	5	Mend
5 Priest	Bishop	1	Light	26 Priest	Priest	5	Mend
6 Priest	Bishop	1	Light	27 Soldier	Sniper	3	Venin Bow
7 Mercenary	Warrior	4	Venin Axe, Chest Key	28 Soldier	Archer	17	Longbow
8 Priest	Bishop	8	Silence	29 Soldier	Mage	15	Elthunder
9 Mercenary	Myrmidon	19	Iron Blade	30 Priest	Priest	5	Physic
10 Priest	Bishop	6	Silence	31 Soldier	Sage	4	Bolting, Elthunder
11 Mercenary	Swordmaster	3	Steel Sword	32 Soldier	Mage	17	Elwind
12 Soldier	Halberdier	4	Steel Lance	33 Soldier	Sniper	5	Venin Bow
13 Priest	Priest	5	-	34 Soldier	Archer	18	Longbow
14 Priest	Priest	5	-	35 Mercenary	Fighter	19	Steel Axe
15 Priest	Priest	5	-	36 Priest	Priest	3	Heal
16 Priest	Priest	5	-	37 Mercenary	Warrior	3	Short Axe
17 Priest	Priest	5	-	38 Mercenary	Swordmaster	8	Longsword, Chest Key
18 Mercenary	Fighter	20	Venin Axe	39 Soldier	Mage	19	Elthunder
19 Priest	Priest	3	-	40 Thief	Thief	11	Dagger
20 Priest	Priest	3	-	41 Tomenami	Bishop	1	Light
21 Priest	Priest	3	-				

ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEMS
42 5	Thief	Thief	12	Dagger
43 6	Mercenary	Fighter	19	Venin Axe
44 6	Feral One	Beast Tribe/Cat	6	Claw
45 10	Soldier	Sage	4	Elwind
46 10	Soldier	Sage	1	Elwind
47 10	Feral One	Beast Tribe/Tiger	6	Claw
48 10	Feral One	Beast Tribe/Tiger	6	Claw
49 zone a	Feral One	Beast Tribe/Tiger	10	Claw
50 zone a	Mercenary	Swordmaster	4	Laguzslayer
51 zone b	Soldier	Sniper	2	Laguz Bow
52 zone b	Feral One	Beast Tribe/Cat	6	Claw

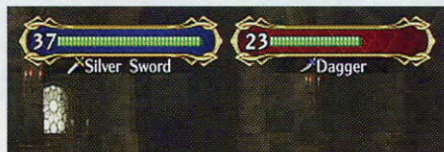
SHOW MERCY TO THE PRIESTS



Shine up that halo of yours and tread lightly here. You're surrounded by men of the cloth. Many of them carry no weapons, and those that can attack you are weak. Pay them no mind and avoid conflict. If you finish the chapter with every single Priest alive, you'll be rewarded with the Ashera Staff—a powerful item that restores all allied units' HP and cures all conditions.

SPLIT INTO TWO TEAMS

Treasure abounds; split your party into two teams of equal strength (each with a Thief or a key bearer) and loot the place before the resident Thief (and his reinforcement) do. If an enemy beats you to a chest, eliminate him and reclaim the item he stole.



When you enter either treasure zone, enemy reinforcements will crash your party. Protect your Thief at all costs.



OUTTA MY WAY, FELLA!



Though they pose no real threat, the Priests will get in your way and block your access to a desired target. Simply shove them aside and continue clearing the immediate area of your opponents without harming the holy men.

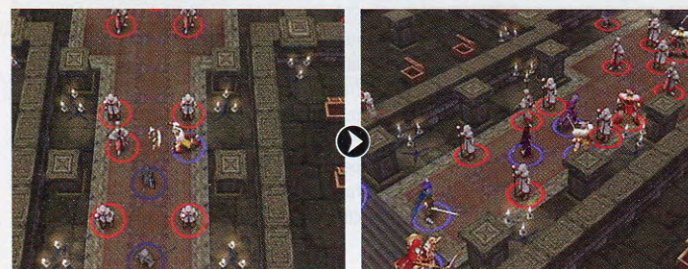
REGROUP IN THE CENTER



After you've picked the treasure chests clean and taken care of the first round of foes and their reinforcements, return both parties to the starting point and heal your units in preparation for your next assault phase.

EXCUSE ME, FATHER

Reorganize your party and place your strongest fighters at the front and the rear. Position your ranged members in the center and keep them protected. Creep north and systematically defeat the enemy forces while shoving the Priests out of the way. Don't provoke the Priests to fight—if you do, one of your party members will kill them accidentally.



TROUBLE FROM THE SOUTH



On the 10th turn, four more enemy units will sweep in from the southeast. Send your rear defense units to deal with them before they inflict damage on your weaker party members.

HOUSE CLEANING



You'll face some heavy resistance in the north, as the boss has surrounded himself with some tough guards. Lure them to your position and take them out before you instigate a fight against the head honcho. Beware of archers—their Longbows can hit your units from a great distance.

FIRST AID



By now you might have noticed a pattern. To make your job tougher, level bosses keep a healer on standby. If you don't steal the healer's staff (or eliminate him quickly), he'll undo your progress by restoring the HP of injured enemies. Send your Thief after the healer's staff, or just blast him before he gets a chance to do his job.

NEAR AND FAR

Since the boss is toting a Killer Axe and a Killer Bow, he can adapt to close-quarters combat and long-range skirmishes. Send your Thief in to steal the weapon of your choosing, then tailor your attacks to exploit the boss's new weakness.

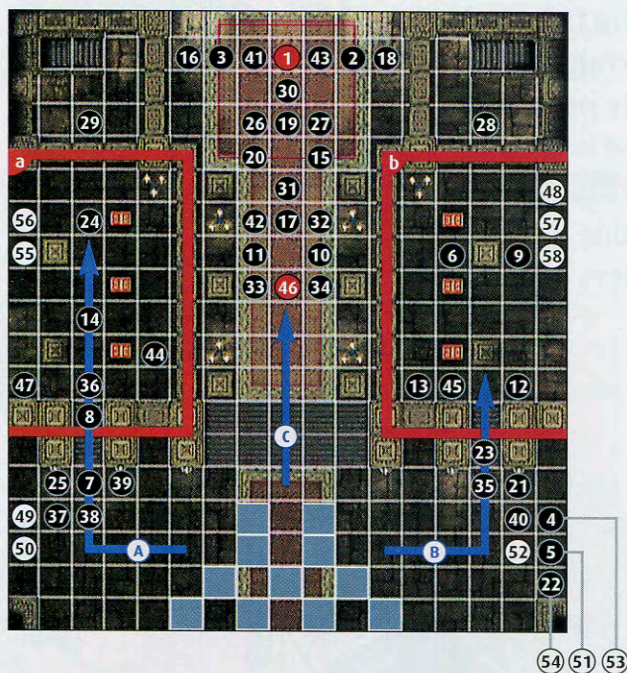


You can finish the level with both of the boss's weapons; steal his Killer Axe and exploit his inability to defend himself from direct attacks. He'll drop the Killer Bow after you slay him.



DIFFICULT MODE

This church is getting crowded. Your enemies are greater in strength and number in Difficult mode, which will force you to plan your actions more carefully. Since the resident Priests won't move to attack you, they'll initiate a fight only if you stand adjacent to them. To avoid unnecessary loss of life, don't post any direct-combat units near them. Instead place your Archers or other ranged members next to Priests since they won't retaliate against a Priest if attacked by one. Survey the surroundings before you shove a Priest into another grid space so you don't block the path to your objective.



ARMORY	
ITEM	PRICE
Elfire	1,800
Fire	560
Iron Axe	270
Iron Bow	540
Javelin	500
Light	800
Shine	2,100
Steel Axe	420
Steel Bow	840
Steel Lance	560
Steel Sword	700

VENDOR	
ITEM	PRICE
Antitoxin	450
Heal	600
Mend	1,000
Pure Water	900
Restore	2,000
Vulnerary	300

CREATE A WEAPON	
ITEM	KIND
Axe	Iron/Steel/Hand
Bow	Iron/Steel
Lance	Iron/Slim/Steel/Javelin
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Schaeffer	Warrior	12	Killer Axe, Killer Bow
2 Mercenary	Warrior	6	Steel Axe, Venin Bow
3 Mercenary	Warrior	5	Venin Axe, Steel Bow
4 Mercenary	Fighter	19	Laguz Axe
5 Mercenary	Myrmidon	19	Armorslayer
6 Mercenary	Warrior	4	Venin Axe, Chest Key
7 Mercenary	Myrmidon	19	Iron Blade
8 Mercenary	Swordmaster	3	Steel Sword
9 Soldier	Halberdier	4	Steel Lance
10 Mercenary	Fighter	19	Venin Axe
11 Mercenary	Fighter	20	Venin Axe
12 Soldier	Soldier	19	Steel Lance
13 Soldier	Soldier	19	Short Spear
14 Soldier	Sniper	3	Venin Bow
15 Soldier	Archer	17	Longbow
16 Soldier	Mage	15	Elthunder
17 Soldier	Sage	4	Bolting, Elthunder
18 Soldier	Mage	17	Elwind
19 Soldier	Sniper	5	Venin Bow
20 Soldier	Archer	18	Longbow
21 Mercenary	Fighter	19	Steel Axe
22 Mercenary	Fighter	19	Steel Axe
23 Mercenary	Warrior	3	Short Axe
24 Mercenary	Swordmaster	8	Longsword, Chest Key
25 Soldier	Mage	19	Elthunder
26 Priest	Bishop	1	Light
27 Priest	Bishop	1	Light
28 Priest	Bishop	8	Silence
29 Priest	Priest	6	Silence
30 Priest	Priest	5	-
31 Priest	Priest	5	-
32 Priest	Priest	5	-
33 Priest	Priest	5	-
34 Priest	Priest	5	-
35 Priest	Priest	5	-
36 Priest	Priest	3	-
37 Priest	Priest	3	-
38 Priest	Priest	3	-
39 Priest	Priest	3	-
40 Priest	Priest	3	-
41 Priest	Priest	5	Mend
42 Priest	Priest	5	Mend
43 Priest	Priest	5	Physic
44 Priest	Priest	3	Heal
45 Priest	Priest	3	Heal
46 Tomenami	Bishop	1	Light
47 Thief	Thief	11	Dagger

ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEMS
48 5	Thief	Thief	12	Dagger
49 6	Mercenary	Fighter	19	Venin Axe
50 6	Inferior	Beast Tribe/Cat	6	Claw
51 10	Soldier	Sage	4	Elwind
52 10	Soldier	Sage	1	Elwind
53 10	Feral One	Beast Tribe/Tiger	6	Claw
54 10	Feral One	Beast Tribe/Tiger	6	Claw
55 zone a	Feral One	Beast Tribe/Tiger	10	Claw
56 zone a	Mercenary	Swordmaster	4	Laguzslayer
57 zone b	Soldier	Sniper	2	Laguz Bow
58 zone b	Feral One	Beast Tribe/Cat	6	Claw

CHAPTER 23

THE GREAT BRIDGE

It was spring when Greil's mercenaries first departed on their journey from Crimea.

With nearly a year behind them, good news arrives to the party by way of Ranulf: Gallia will officially join Crimea in the war effort. The mercenaries' journey will come full circle as they approach the Crimean border. The only passage to Crimea is across Riven Bridge, which is riddled with traps set by Daein troops. Ike orders his army to fight its way through the traps and across the bridge. On the other side, the soldiers must face the first of the feared Four Riders of Daein—General Petrine.

NEW MEMBERS



RANULF

Ranulf, a longtime friend of the mercenaries, will finally join the fight and finish the quest at the mercenaries' sides. Ranulf is fast and powerful when in beast form.



HAAR

Haar is a Wyvern Lord and Jill's former captain in the Daein army. Only Jill can convince Haar to change sides. Haar is a powerful flying unit and a great addition to your party.



Petrine

So they're finally here, are they?
Has the work on the bridge been finished?
And your answer had better be yes!



Titania! It's time to march!
Make sure the troops stay alert and
move with caution!

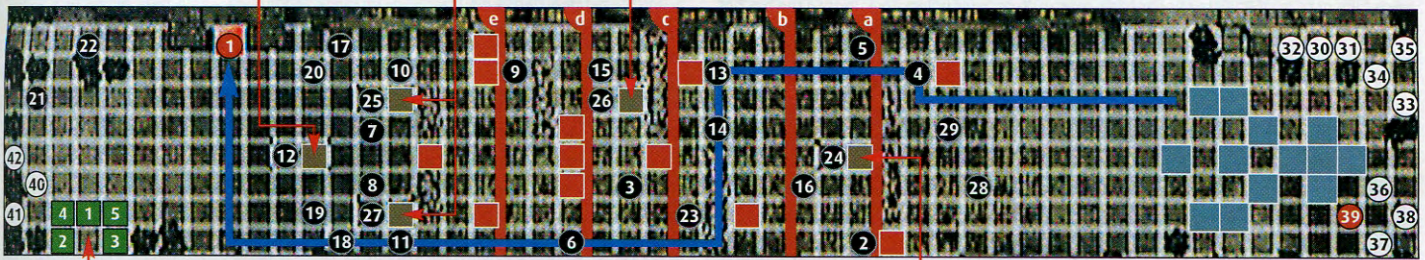


ALLIES: 13 | ENEMIES: 29

STONE THROWER

KILLER BALLISTA

IRON BALLISTA



ALLIED REINFORCEMENTS

Allied reinforcements will enter the battlefield here once you step into zone d. Their presence will draw attention away from your party.

PITFALLS

The red squares on the map denote pitfalls on the bridge. Avoid stepping on these spaces—if any of your units cross over these dangerous patches, they'll become stuck and your turn will end.

BALLISTA

SPECIAL WEAPONS

Check the firing ranges of each Ballista (marked as a brown square on the map) before moving your party forward. Eliminate enemy archers as quickly as you can.

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Plaha	Paladin	18	Flame Lance, Elixir
2 Soldier	Mage	15	Elthunder
3 Feral One	Beast Tribe/Cat	11	Claw
4 Mercenary	Warrior	3	Short Axe
5 Mercenary	Warrior	4	Steel Axe
6 Soldier	Sage	3	Tornado, Physic
7 Feral One	Beast Tribe/Tiger	8	Claw
8 Feral One	Beast Tribe/Tiger	8	Claw
9 Mercenary	Fighter	20	Venin Axe
10 Mercenary	Warrior	3	Poleax
11 Mercenary	Warrior	3	Poleax
12 Soldier	Sniper	1	Steel Bow
13 Soldier	Axe Knight	20	Steel Axe
14 Soldier	Axe Knight	20	Steel Axe
15 Soldier	Sword Knight	18	Iron Sword
16 Soldier	Lance Knight	18	Steel Lance
17 Soldier	Lance Knight	20	Heavy Spear
18 Soldier	Lance Knight	20	Short Spear
19 Soldier	Paladin	6	Steel Bow, Steel Sword
20 Soldier	Paladin	6	Steel Lance, Iron Bow
21 Soldier	Wyvern Rider	17	Short Spear
22 Soldier	Wyvern Rider	18	Steel Lance
23 Soldier	Mage	18	Blizzard
24 Soldier	Archer	18	Longbow
25 Soldier	Archer	20	Steel Bow
26 Soldier	Sniper	1	Killer Bow
27 Soldier	Sniper	4	Steel Bow
28 Mercenary	Fighter	20	Steel Axe
29 Soldier	Axe Knight	20	Hammer

ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEMS
30 zone a	Mercenary	Swordmaster	3	Silver Blade, Vulnerary
31 zone a	Mercenary	Myrmidon	20	Laguzslayer
32 zone a	Mercenary	Myrmidon	20	Longsword
33 zone b	Soldier	Sword Knight	20	Iron Blade
34 zone b	Soldier	Paladin	3	Silver Blade
35 zone b	Soldier	Sword Knight	20	Laguzslayer
36 zone c	Soldier	Wyvern Rider	20	Steel Lance
37 zone c	Soldier	Wyvern Rider	20	Steel Lance
38 zone c	Soldier	Wyvern Rider	20	Steel Lance, Javelin
39 zone c	Haar	Wyvern Lord	11	Brave Axe
40 zone e	Soldier	Wyvern Lord	3	Silver Lance, Vulnerary
41 zone e	Soldier	Wyvern Rider	20	Steel Lance
42 zone e	Soldier	Wyvern Rider	20	Steel Lance

ALLIES

NAME	CLASS	LV	ITEMS
1 Soldier	Paladin	5	Steel Lance, Vulnerary
2 Soldier	Paladin	5	Steel Lance, Vulnerary
3 Soldier	Paladin	5	Steel Lance, Vulnerary
4 Soldier	Paladin	5	Steel Bow, Vulnerary
5 Soldier	Paladin	5	Steel Bow, Vulnerary

ARMORY

ITEM	PRICE
Elfire	1,800
Elwind	1,650
Fire	560
Hand Axe	375
Iron Axe	270
Iron Blade	980
Iron Bow	540
Javelin	500
Light	800
Silver Axe	1,250
Silver Bow	2,000
Silver Lance	1,500
Silver Sword	1,875
Steel Bow	840
Steel Lance	560
Steel Sword	700
Wind	520

VENDOR

ITEM	PRICE
Antitoxin	450
Heal	600
Mend	1,000
Pure Water	900
Restore	2,000
Vulnerary	300

CREATE A WEAPON

ITEM	KIND
Axe	Iron/Steel/Silver/Hand
Bow	Iron/Steel/Silver
Lance	Iron/Slim/Steel/Silver/Javelin
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel/Silver

DRAW THEM OUT

It would be reckless to rush across the bridge, especially since your enemies have the advantage of several Ballistae under their control. Keep your vulnerable units to the back of your party and send your strong warriors forth. Check each enemy's movement range before stepping into a danger zone. Once you enter an opponent's fighting space, he'll come out of hiding and rush to your position, where you can take him out quickly.



Consult the map on page 103 before moving your units. Avoid the pitfalls (see the section below) at all costs.



PITFALLS

Looks can be deceiving. Though the bridge looks sturdy, you'll need to step lively as you travel across the cobblestone—it'll collapse in a dozen places. And although you won't lose a unit if it falls into a pit, your turn will end prematurely. To avoid unnecessary scrapes and bruises, consult the map on page 103 and plan your movements accordingly.



USE RANGED ATTACKS

You'll encounter a Mage just before the zone A boundary, but if you rush to fight him directly you'll risk falling into a pit. Keep your distance and hit him with arrows, magic or a Javelin. Always check your surroundings before moving a unit forward. Whenever possible, make your enemy come to you.



Beware of the many pitfalls conspicuously positioned near your enemies.

DEFEAT THE ARCHERS

A pair of Archers and a duo of Snipers await your arrival at the middle of the bridge. Aside from their deadly ranged attacks, these units have the added firepower of the Ballistae scattered about the bridge. Equip your Pegasus Knight with Full Guard and move in for the attack. Pick off each threat, then retreat to a safe area. Once you've cleared the area of your ranged opponents, you can slide the rest of your units forward. Keep an eye out for enemy reinforcements from the east as you cross into each new zone.



Your Pegasus Knight will have plenty to deal with on the bridge. Keep an eye on the health gauge and tend to your wounds when necessary.



A CHILLY WELCOME

At the halfway point, you'll encounter a mage who specializes in the windy arts. His Blizzard spell will trump the Thunder spell (Lightning magic) and it will hit your units from a good distance. As you did against the Archers (see page 104), equip your Pegasus Knight with Full Guard and move in for the attack. Keep in mind that your foe is hugging the line into zone C, and that if you cross that boundary you'll trigger more headaches when enemy reinforcements trot in from the east. After you defeat the Mage he'll drop his spell, which you can retrieve for your own spellcasters to use.

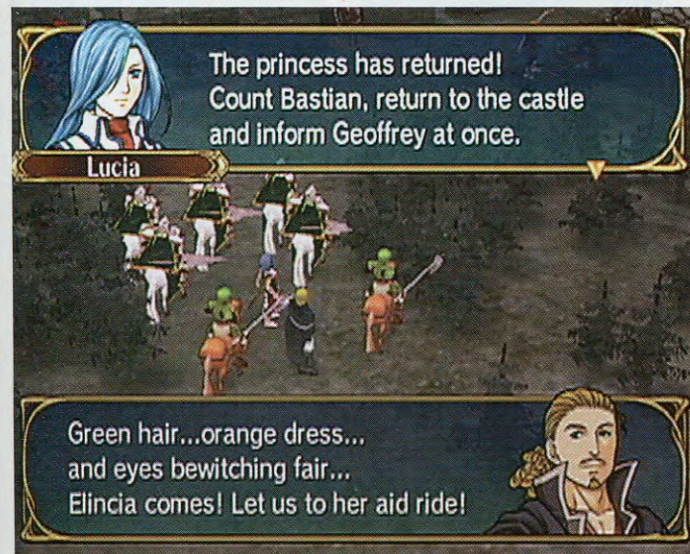


Keep your party out of the Mage's attack range and send your Pegasus Knight in for the attack.



FRIENDLY FACES

When you cross the line into zone d, your Crimean friends will show up in the west. They'll join the fight and take some of the heat off your back. Use this opportunity to eliminate every last enemy in your vicinity while your allies deal with the boss's stooges ahead of you. Once you've taken care of business, press forward and join forces with the Paladin pack to take on the boss. Before you rush into the fight though, make sure your party is healed and stocked with weapons. If there are any stragglers still advancing from the east, lure them to your location and meet them with swift justice, but spare Haar.



TALK TO HAAR

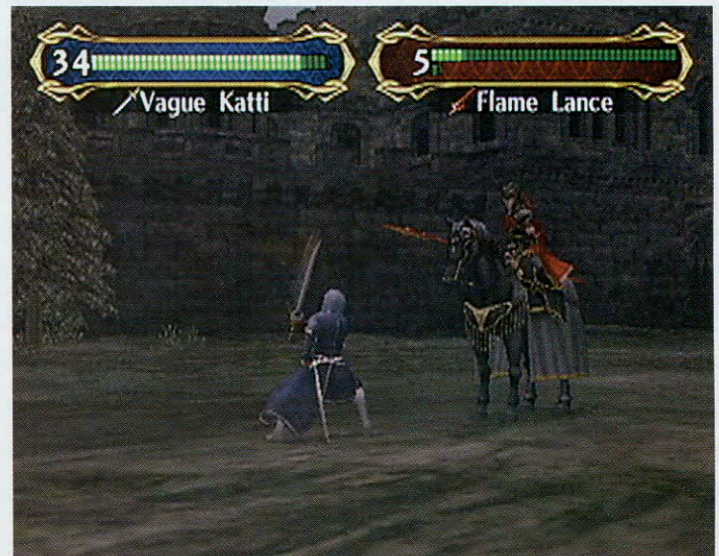
Once you cross into zone C, Haar and a pair of Wyvern Riders will appear in the east. They'll travel across the bridge in an effort to attack your rear flank. Eliminate Haar's escorts, but do not harm him. Instead, send Jill to speak with him. A quick conversation will follow. At the end of the dialogue, Haar will join Greil's mercenaries and fight alongside you.



Defeat Haar's partners, then send Jill forward to talk with him.

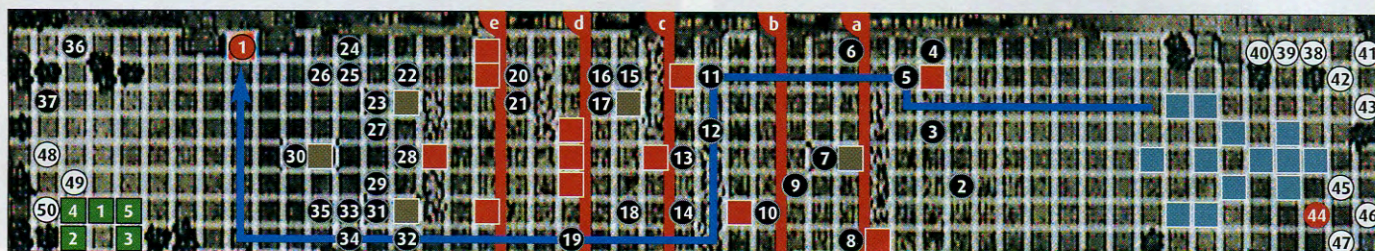
PETRINE

Petrine is a character you love to hate. She's a powerful Paladin who's easy on the eyes, and she's armed with a Flame Lance and an Elixir that will restore her HP completely during a fight. Cast Ward on your strongest fighters and send them in to attack. Use a similar strategy to the one you used to defeat Ena in Chapter 21. She'll chug the Elixir after taking some damage, so expect a drawn-out fight.



DIFFICULT MODE

Petrine is prepared to deal with whatever you throw at her. Because you're up against greater numbers of stronger forces (including more reinforcements), you'll have to take each zone on its own before moving on. As you did in Normal mode, eliminate the closest enemies first and then focus your attack on the ranged fighters. The Archers will turn the Ballistae against you early on, so keep your smaller guys out of their sights. Position a few fighters in the rear to guard your healer from attack once the opposing reinforcements roll in.



STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Detrine	Paladin	18	Flame Lance, Elixir
2 Mercenary	Fighter	20	Steel Axe
3 Soldier	Axe Knight	20	Hammer
4 Mercenary	Warrior	2	Steel Axe
5 Mercenary	Warrior	3	Short Axe
6 Mercenary	Warrior	4	Steel Axe
7 Mercenary	Archer	18	Longbow
8 Soldier	Mage	15	Elthunder
9 Soldier	Lance Knight	18	Steel Lance
10 Mercenary	Fighter	20	Venin Axe, Antitoxin
11 Soldier	Axe Knight	20	Steel Axe
12 Soldier	Axe Knight	20	Steel Axe
13 Feral One	Beast Tribe/Cat	10	Claw
14 Soldier	Mage	18	Blizzard
15 Soldier	Sage	3	Tornado, Physic
16 Soldier	Sword Knight	18	Iron Sword
17 Soldier	Sniper	1	Killer Bow
18 Feral One	Beast Tribe/Cat	11	Claw
19 Soldier	Sage	3	Tornado, Physic
20 Mercenary	Fighter	20	Venin Axe
21 Mercenary	Fighter	19	Steel Axe, Hand Axe, Vulnerary
22 Mercenary	Warrior	3	Poleax
23 Soldier	Archer	20	Steel Bow
24 Soldier	Lance Knight	20	Heavy Spear
25 Soldier	Axe Knight	20	Short Axe
26 Soldier	Paladin	6	Steel Bow, Steel Lance
27 Feral One	Beast Tribe/Tiger	8	Claw
28 Soldier	Bishop	3	Light, Mend
29 Feral One	Beast Tribe/Tiger	8	Claw
30 Soldier	Sniper	1	Steel Bow
31 Soldier	Sniper	4	Steel Bow
32 Mercenary	Warrior	3	Poleax
33 Soldier	Axe Knight	20	Steel Axe, Hand Axe
34 Soldier	Lance Knight	20	Short Spear
35 Soldier	Paladin	6	Steel Bow, Steel Sword
36 Soldier	Wyvern Rider	18	Steel Lance
37 Soldier	Wyvern Rider	17	Short Spear

ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEMS
38 zone a	Mercenary	Myrmidon	20	Laguzslayer
39 zone a	Mercenary	Swordmaster	3	Silver Blade, Vulnerary
40 zone a	Mercenary	Myrmidon	20	Longsword
41 zone b	Soldier	Sword Knight	20	Laguzslayer
42 zone b	Soldier	Paladin	3	Silver Blade
43 zone b	Soldier	Sword Knight	20	Iron Blade
44 zone c	Haar*	Wyvern Lord	11	Brave Axe
45 zone c	Soldier	Wyvern Rider	20	Steel Lance
46 zone c	Soldier	Wyvern Rider	20	Steel Lance, Javelin
47 zone c	Soldier	Wyvern Rider	20	Steel Lance
48 zone e	Soldier	Wyvern Rider	20	Short Spear
49 zone e	Soldier	Wyvern Lord	3	Silver Lance, Vulnerary
50 zone e	Soldier	Wyvern Rider	20	Steel Lance, Javelin

* Haar will join your party after you talk to him.

ARMORY

ITEM	PRICE
Elwind	1,650
Hand Axe	375
Iron Lance	360
Iron Sword	460
Knife	480
Silver Lance	1,500
Silver Sword	1,875
Steel Axe	420
Steel Bow	840
Steel Lance	560
Steel Sword	700

VENDOR

ITEM	PRICE
Antitoxin	450
Heal	600
Mend	1,000
Restore	2,000
Vulnerary	300

CREATE A WEAPON

ITEM	KIND
Axe	Iron/Steel/Hand
Bow	Iron/Steel
Lance	Iron/Slim/Steel/Silver/Javelin
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel/Silver

CHAPTER 24

BATTLE
REUNION

Princess Elincia's soldiers have been using Delbray Castle as a secret shelter, but word of the princess's homecoming inspires the troops to come out of hiding and face Daein. Before Elincia and the Crimean Liberation Army can reach the castle, though, it falls under attack by Rikard and a throng of Daein soldiers. Against the will of Elincia's advisors, the mercenaries rush to Delbray's aid. When the smoke clears, Ike will have a second encounter with the Black Knight.

NEW MEMBERS



LUCIA

On turn 2, Elincia's loyal Swordmaster, Lucia, will join the mercenaries in their effort to save the Crimeans. Lucia's skill with the sword is unparalleled.



BASTIAN

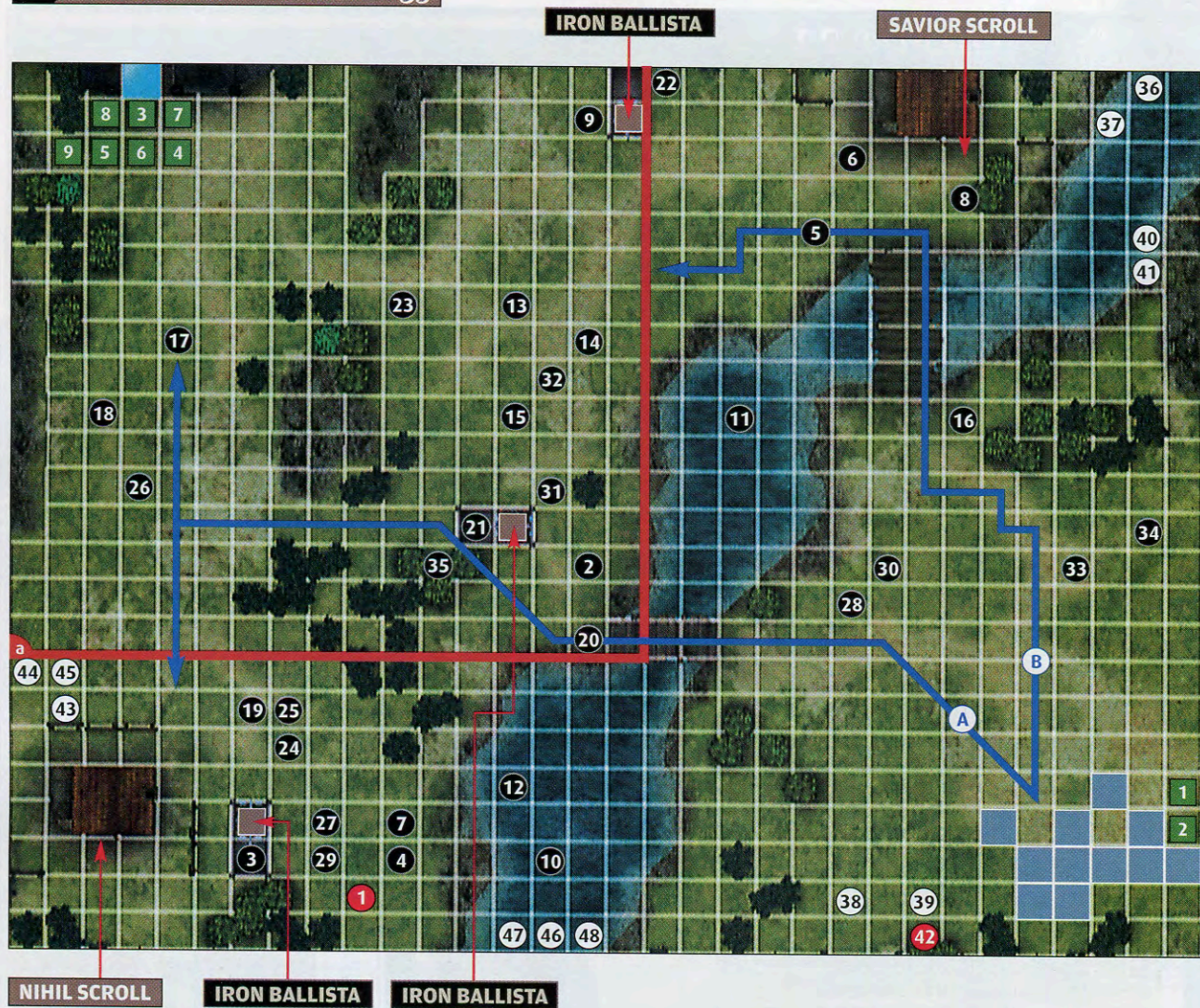
The romantic Sage Bastian will join the mercenaries at Lucia's side. Bastian is capable of wielding Fire, Wind and Lightning magic. His skill with Wind magic is especially strong.



GEOFFREY

Geoffrey will join your party after surviving the battle at Delbray Castle. He is a powerful Paladin with the ability to wield both lances and bows.





STARTING ENEMIES

NAME	CLASS	LV	ITEMS	NAME	CLASS	LV	ITEMS
1 Rikard	Paladin	15	Silver Blade, Short Axe, Elixir	19 Soldier	Soldier	16	Steel Lance
2 Soldier	Sniper	5	Steel Bow	20 Mercenary	Warrior	5	Steel Axe
3 Soldier	Sniper	4	Longbow	21 Soldier	Archer	18	Steel Bow
4 Soldier	Bow Knight	19	Steel Bow	22 Soldier	Archer	20	Steel Bow
5 Soldier	Bow Knight	19	Steel Bow	23 Mercenary	Myrmidon	17	Steel Sword
6 Soldier	Paladin	7	Silver Sword	24 Soldier	Archer	17	Steel Bow
7 Soldier	Bow Knight	20	Steel Bow	25 Soldier	Soldier	16	Steel Lance, Javelin
8 Soldier	Lance Knight	19	Steel Lance, Javelin	26 Soldier	Sword Knight	17	Steel Sword
9 Mercenary	Swordmaster	8	Iron Blade	27 Soldier	Sword Knight	17	Steel Sword
10 Soldier	Wyvern Lord	5	Silver Lance	28 Soldier	Sword Knight	17	Steel Sword
11 Soldier	Wyvern Rider	20	Killer Lance	29 Soldier	Lance Knight	17	Steel Lance
12 Soldier	Wyvern Rider	20	Steel Lance	30 Soldier	Lance Knight	17	Steel Lance
13 Mercenary	Myrmidon	20	Steel Sword	31 Soldier	Sage	7	Bolganone, Mend
14 Mercenary	Myrmidon	20	Steel Sword	32 Mercenary	Swordmaster	8	Longsword, Vulnerary
15 Mercenary	Myrmidon	20	Steel Sword	33 Mercenary	Fighter	20	Steel Axe
16 Mercenary	Myrmidon	20	Steel Sword	34 Mercenary	Fighter	20	Steel Axe
17 Soldier	Soldier	16	Steel Lance	35 Mercenary	Warrior	6	Silver Axe
18 Soldier	Soldier	16	Steel Lance				

ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEMS
36	zone a	Soldier	Wyvern Lord	4 Silver Lance, Short Spear, Vulnerary
37	zone a	Soldier	Wyvern Rider	19 Steel Lance
38	zone a	Soldier	Wyvern Rider	19 Short Spear
39	zone a	Soldier	Wyvern Rider	19 Steel Lance, Javelin
40	3	Bandit	Bandit	16 Steel Axe
41	3	Bandit	Berserker	7 Killer Axe
42	6	Black Knight	General	20 Alondite
43	7	Soldier	Bishop	1 Light, Mend
44	7	Soldier	Halberdier	2 Steel Lance, Vulnerary
45	7	Soldier	Soldier	19 Steel Lance
46	8	Bandit	Bandit	18 Venin Axe, Hand Axe
47	8	Bandit	Bandit	18 Venin Axe
48	8	Bandit	Berserker	5 Venin Axe, Hand Axe, Antitoxin

ALLIES

NAME	CLASS	LV	ITEMS
1 Bastian*	Sage	13	Elwind, Stiletto
2 Lucia*	Swordmaster	12	Silver Sword, Laguzguard, Vulnerary
3 Geoffrey	Paladin	11	Brave Lance, Steel Bow
4 Soldier	Lance Knight	20	Steel Lance, Short Spear, Vulnerary
5 Soldier	Lance Knight	20	Steel Lance, Short Spear, Vulnerary
6 Soldier	Halberdier	7	Steel Lance, Short Spear, Elixir
7 Soldier	Sniper	6	Longbow, Vulnerary
8 Soldier	Sniper	4	Longbow, Vulnerary
9 Soldier	Valkyrie	17	Slim Sword, Physic, Mend, Elixir

*These characters join your party automatically when they appear on the field.

ARMORY

ITEM	PRICE
Elfire	1,800
Elthunder	1,950
Elwind	1,650
Fire	560
Iron Blade	980
Iron Bow	540
Iron Sword	460
Light	800
Shine	2,100
Silver Axe	1,250
Silver Blade	1,800
Silver Bow	2,000
Silver Lance	1,500
Silver Sword	1,875
Steel Axe	420
Steel Bow	840
Wind	520

VENDOR

ITEM	PRICE
Antitoxin	450
Heal	600
Mend	1,000
Pure Water	900
Restore	2,000
Vulnerary	300

CREATE A WEAPON

ITEM	KIND
Axe	Iron/Steel/Silver/Hand
Bow	Iron/Steel/Silver
Lance	Iron/Slim/Steel/Silver/Javelin
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel/Silver

THEY'LL COME TO YOU

Your enemies in the north and to the west will advance on your position at the start of the mission. Send your strongest units to fend them off over the first few turns. Once the immediate area is clear, you can form two teams and branch out.



Don't charge ahead, but hold your ground in the southeast corner. Defeat each group of invaders as it attacks.

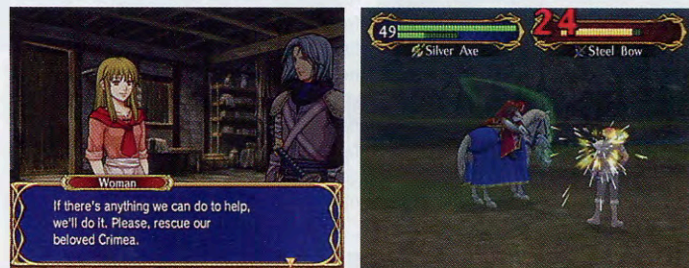
LUCIA AND BASTIAN

After your enemy's first turn, you'll be treated to a little conversation between Princess Elinia, Lucia and Bastian. There's a heartfelt exchange before the dynamic duo of Lucia and Bastian rushes to your aid. Use them as you wish, but be sure to keep them alive.



TAKE OUT THE ARCHERS

Archers and Snipers are formidable opponents, but they're even deadlier when they control a Ballista. You'll find a few of these ranged fighters across the bridge to the west. Neutralize them as fast as you can before they set their sights on your party.



GET THE SCROLL



While one of your squads deals with the enemy threat to the west, send another group to the north. Try to reach the house before your foes set it ablaze. If you make it to the location in time, you'll walk off with a Savior Scroll.

FIGHT THE BOSS



Your team in the west will go head-to-head with Rikard after it rounds the cluster of bushes to the south. He possesses two weapons—the Silver Blade and a Short Axe. Check which one he's equipped, then plan your attacks to exploit his weakness.

BUSINESS CALL



With the boss defeated, you'll have to contend with his surviving underlings. Target the Sniper before he has a chance to turn the Ballista against your squad, then mop up the remaining resistance. Visit the house in the corner and retrieve the scroll inside.

THE DARK KNIGHT RETURNS



At the sixth turn, the Dark Knight will enter from the south. He won't engage you in a fight if you keep your distance; instead he'll merely observe your actions. However, if you're within his range he will strike. If you're daring, you can order Ike to approach his father's murderer. You can gain EX from a quick skirmish against the foul general, but it might not be worth risking your life.

PROTECT GEOFFREY AND Co.

Geoffrey and his Crimean soldiers will keep busy warding off attacks from the enemy for a while, but eventually things will calm down and you'll be able to approach him safely. Send Lucia to his position to trigger a conversation. Be sure to heal any of Geoffrey's men if they're in danger of dying. You'll earn bonus EX for keeping them alive.



Your allies will weed out some of your enemies for you. Return the favor and restore their health if you can.

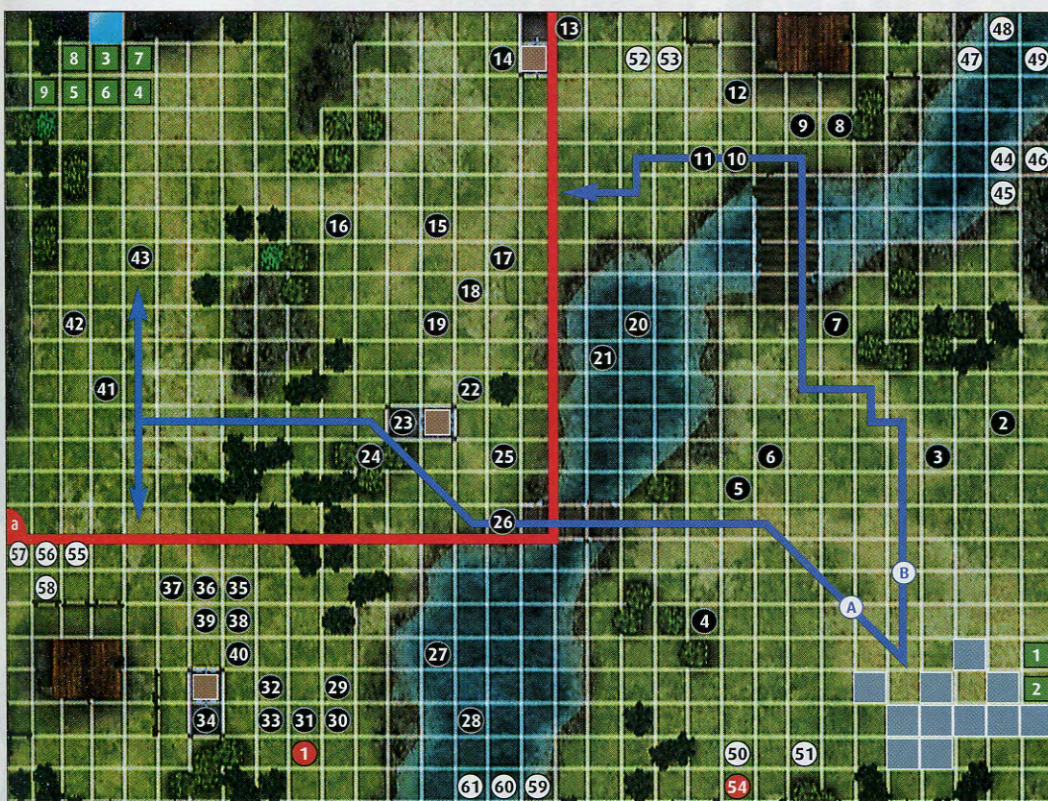


DIFFICULT MODE

Since you're up against larger forces, take it slow and steady in **Difficult mode**. Enemy reinforcements are heavier this time, so clear out your immediate area before pushing ahead into zone a. Your opponents will put up a stiffer fight, which means Geoffrey and his boys in the northwest will have a tougher time swatting them down. Join forces with them and lure your foes to their doom. The extra work will pay off at the close of the chapter.

STARTING ENEMIES

	NAME	CLASS	LV	ITEMS
1	Rikard	Paladin	15	Silver Blade, Short Axe, Elixir
2	Mercenary	Fighter	20	Steel Axe
3	Mercenary	Fighter	20	Steel Axe
4	Soldier	Sword Knight	15	Steel Sword
5	Soldier	Sword Knight	17	Steel Sword
6	Soldier	Lance Knight	17	Steel Lance
7	Mercenary	Myrmidon	20	Steel Sword
8	Soldier	Lance Knight	19	Steel Lance, Javelin
9	Soldier	Sword Knight	19	Steel Sword
10	Soldier	Sword Knight	19	Steel Sword
11	Soldier	Bow Knight	19	Steel Bow
12	Soldier	Paladin	7	Silver Sword
13	Soldier	Archer	20	Steel Bow
14	Mercenary	Swordmaster	8	Iron Blade
15	Mercenary	Myrmidon	20	Steel Sword
16	Mercenary	Myrmidon	17	Steel Sword
17	Mercenary	Myrmidon	20	Steel Sword
18	Mercenary	Swordmaster	8	Longsword, Vulnerary
19	Mercenary	Myrmidon	20	Steel Sword
20	Soldier	Wyvern Rider	20	Killer Lance
21	Soldier	Wyvern Rider	20	Steel Lance, Javelin
22	Soldier	Sage	7	Bolganone, Mend
23	Soldier	Archer	18	Steel Bow
24	Mercenary	Warrior	6	Silver Axe
25	Soldier	Sniper	5	Steel Bow
26	Soldier	Warrior	5	Silver Axe
27	Soldier	Wyvern Rider	20	Steel Lance
28	Soldier	Wyvern Lord	5	Silver Lance
29	Soldier	Bow Knight	20	Steel Bow
30	Soldier	Bow Knight	19	Steel Bow
31	Soldier	Sword Knight	17	Steel Sword
32	Soldier	Sword Knight	17	Steel Sword
33	Soldier	Lance Knight	17	Steel Lance
34	Soldier	Sniper	4	Longbow
35	Soldier	Soldier	16	Steel Lance, Javelin
36	Soldier	Soldier	16	Steel Lance
37	Soldier	Soldier	16	Steel Lance
38	Soldier	Archer	17	Steel Bow
39	Soldier	Archer	17	Steel Bow
40	Soldier	Halberdier	2	Steel Lance, Vulnerary
41	Soldier	Sword Knight	17	Steel Sword
42	Soldier	Soldier	16	Steel Lance
43	Soldier	Soldier	16	Steel Lance



ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEMS	
44	3	Bandit	Bandit	16	Steel Axe
45	3	Bandit	Bandit	18	Hand Axe
46	3	Bandit	Berserker	7	Killer Axe
47	zone a	Soldier	Wyvern Rider	19	Steel Lance
48	zone a	Soldier	Wyvern Lord	4	Silver Lance, Short Spear, Vulnerary
49	zone a	Soldier	Wyvern Rider	19	Steel Lance
50	zone a	Soldier	Wyvern Rider	19	Short Spear
51	zone a	Soldier	Wyvern Rider	19	Steel Lance, Javelin
52	4	Soldier	Lance Knight	20	Steel Lance
53	4	Soldier	Lance Knight	19	Steel Lance
54	6	Black Knight	General	20	Alondite
55	7	Soldier	Soldier	18	Steel Lance
56	7	Soldier	Soldier	19	Steel Lance
57	7	Soldier	Halberdier	2	Steel Lance, Vulnerary
58	7	Soldier	Bishop	1	Light, Mend
59	8	Bandit	Berserker	5	Venin Axe, Hand Axe, Antitoxin
60	8	Bandit	Bandit	18	Venin Axe, Hand Axe
61	8	Bandit	Bandit	18	Venin Axe

ARMORY

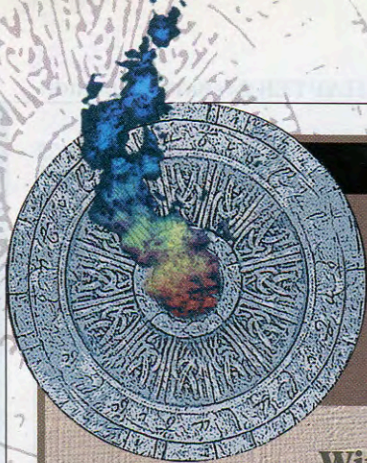
ITEM	PRICE
Dagger	600
Elthunder	1,950
Iron Axe	270
Iron Bow	540
Javelin	500
Shine	2,100
Silver Axe	1,250
Silver Bow	2,000
Steel Axe	420
Steel Bow	840
Steel Lance	560
Steel Sword	700
Thunder	600

VENDOR

ITEM	PRICE
Heal	600
Mend	1,000
Vulnerary	300

CREATE A WEAPON

ITEM	KIND
Axe	Iron/Steel/Silver/Hand
Bow	Iron/Steel/Silver
Lance	Iron/Slim/Steel/Silver/Javelin
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel/Silver



CHAPTER 25

STRANGE LANDS

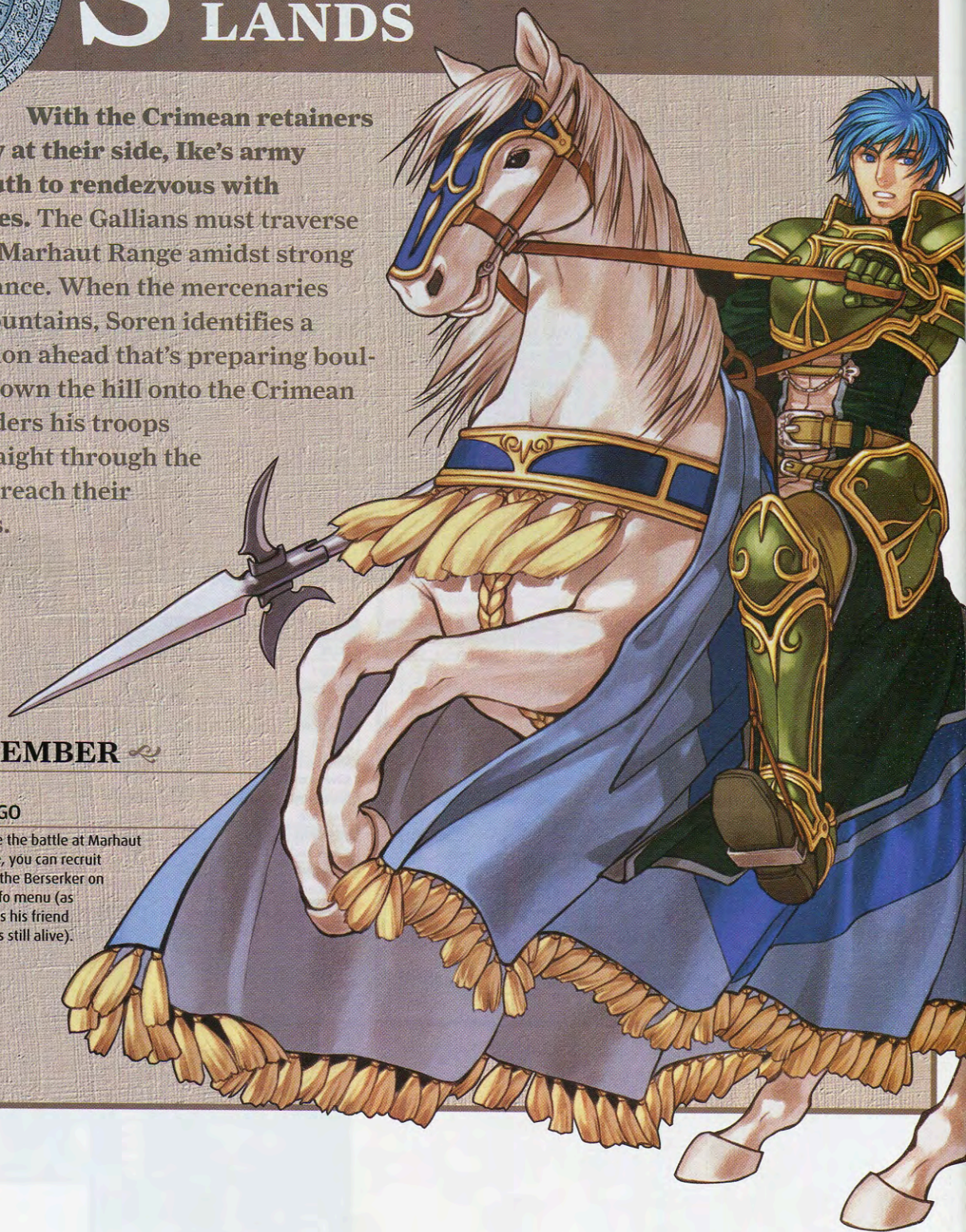
With the Crimean retainers now at their side, Ike's army marches south to rendezvous with Gallian forces. The Gallians must traverse treacherous Marhaut Range amidst strong Daein resistance. When the mercenaries reach the mountains, Soren identifies a Daein battalion ahead that's preparing boulders to roll down the hill onto the Crimean army. Ike orders his troops to march straight through the ambush and reach their Gallian allies.

NEW MEMBER

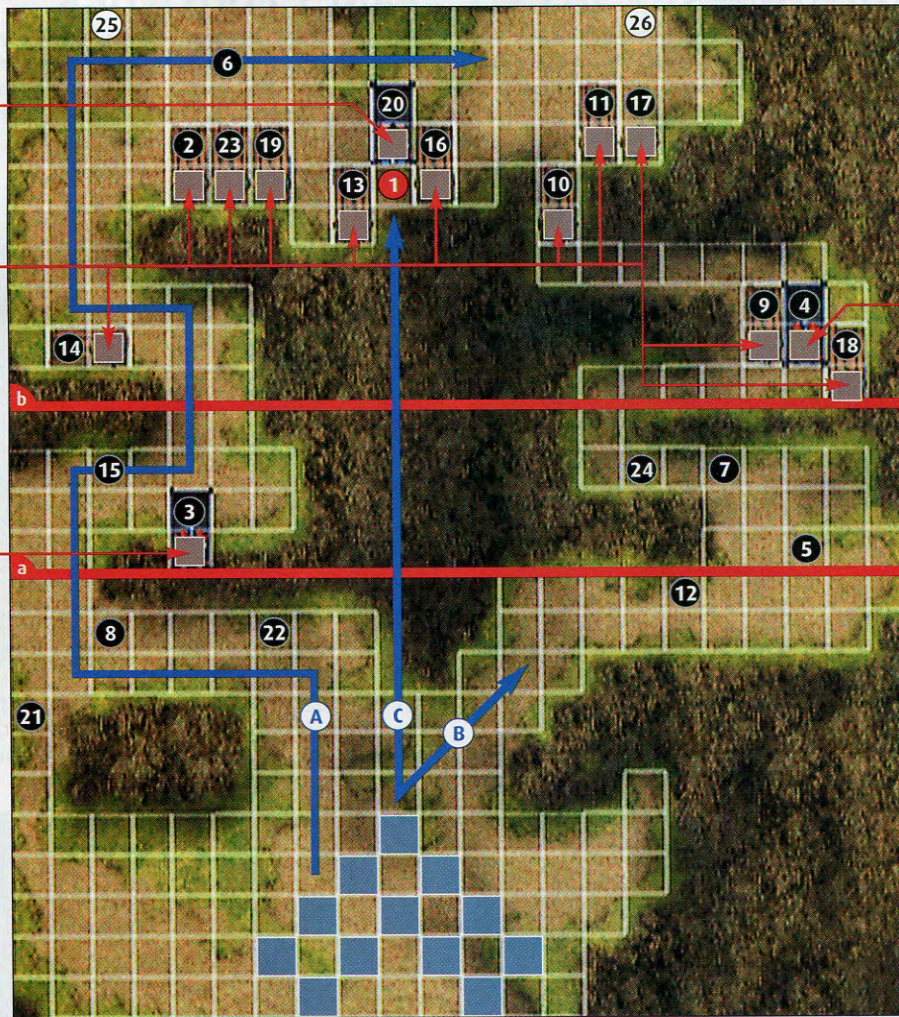


LARGO

Before the battle at Marhaut Range, you can recruit Largo the Berserker on the Info menu (as long as his friend Calill is still alive).



ALLIES: 12 | ENEMIES: 24



STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Gromell	Wyvern Lord	14	Bolt Axe, Vulnery
2 Soldier	Halberdier	6	Steel Lance, Vulnery
3 Soldier	Sniper	7	Steel Bow
4 Soldier	Sniper	7	Steel Bow
5 Soldier	Sniper	7	Steel Bow
6 Soldier	Bishop	5	Purge, Mend
7 Soldier	Bishop	4	Shine, Physic, Mend
8 Mercenary	Warrior	6	Steel Axe
9 Mercenary	Swordmaster	6	Laguzlayer
10 Mercenary	Swordmaster	7	Steel Sword
11 Mercenary	Fighter	19	Steel Axe
12 Mercenary	Warrior	6	Steel Axe, Steel Bow
13 Mercenary	Warrior	7	Steel Axe
14 Mercenary	Swordmaster	8	Silver Sword
15 Soldier	Sage	6	Elthunder, Mend
16 Mercenary	Warrior	10	Steel Axe
17 Mercenary	Warrior	9	Laguz Axe
18 Soldier	Halberdier	6	Knight Killer
19 Soldier	Halberdier	9	Steel Lance
20 Soldier	Sniper	6	Longbow
21 Feral One	Beast Tribe/Cat	10	Claw
22 Feral One	Beast Tribe/Cat	9	Claw
23 Soldier	Halberdier	6	Steel Lance, Short Spear
24 Feral One	Beast Tribe/Cat	7	Claw

ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEMS
25 zone a	Soldier	Wyvern Lord	3	Short Spear, Vulnery
26 zone b	Soldier	Wyvern Lord	3	Short Spear

ARMORY

ITEM	PRICE
Elfire	1,800
Elthunder	1,950
Fire	560
Iron Blade	980
Iron Lance	360
Knight Killer	1,170
Longsword	1,260
Poleax	810
Silver Axe	1,250
Silver Bow	2,000
Silver Lance	1,500
Silver Sword	1,875
Steel Bow	840
Steel Lance	560
Steel Sword	700
Thunder	600

VENDOR

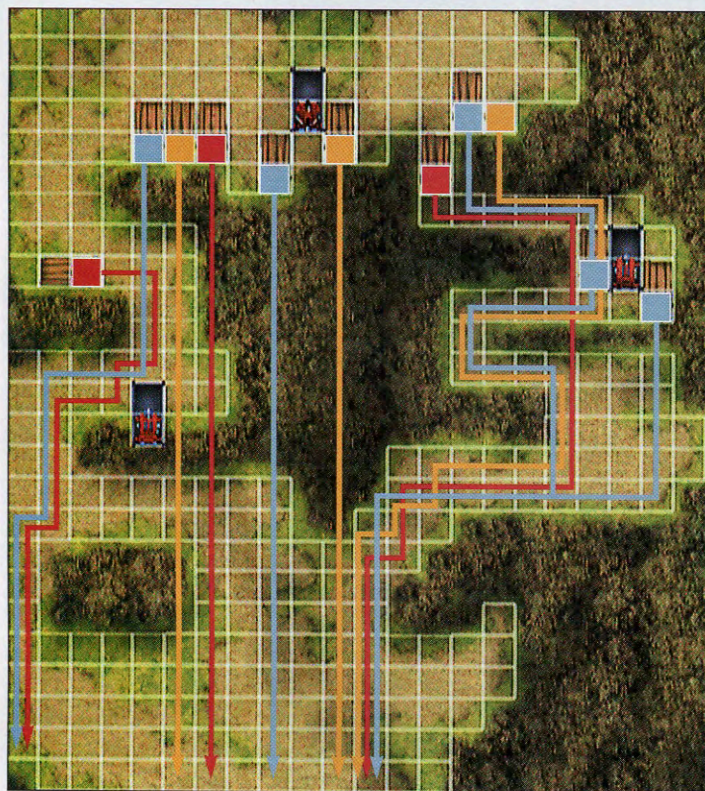
ITEM	PRICE
Heal	600
Mend	1,000
Pure Water	900
Restore	2,000
Vulnery	300

CREATE A WEAPON

ITEM	KIND
Axe	Iron/Steel/Silver/Hand
Bow	Iron/Steel/Silver
Lance	Iron/Slim/Steel/Silver/Javelin
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel/Silver

CATAPULTS AND STONES

The map below shows the paths that boulders will take when soldiers shove them. The hulking stone spheres do not discriminate—they will damage any friend or foe in their path. Each time a falling rock or a rolling stone hits a unit, the unlucky fellow will lose 10 HP. Use units with high HP to lure the stones. As you climb the hillside, rest on safe squares to avoid injury. Space out your troops to avoid widespread damage.



LITTLE BY LITTLE

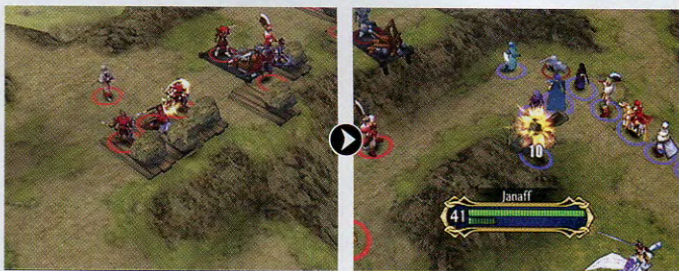
Your mounted units will proceed a bit slower here, so you'll have to creep up the mountain little by little. Your enemies won't think twice about charging your position, so send your strongest Fighters out first to deal with the incoming Laguz. Then reposition your troops cautiously to avoid getting hit by the falling rocks (see the map above). Once the immediate area is clear, split your party into three groups and send your strongest members to the front lines. Send a couple of units to the northeast to guard the bottom of the hill. Everyone else should head northwest.



The enemy Laguz will charge you from the beginning. Eliminate them quickly or you'll risk losing your weaker units.

FANCY FOOTWORK

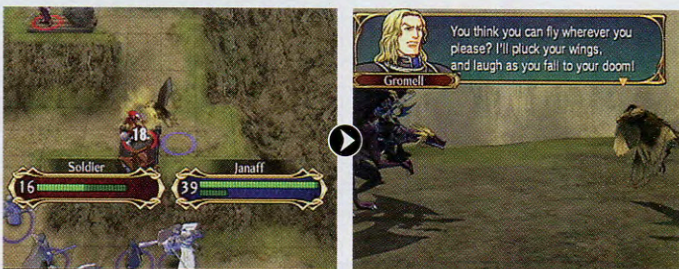
Not only are the stones a nuisance, but over time they can seriously hurt your party members. Load each of your hardest warriors with regenerative supplies and send them up the line. At the end of a turn, the soldiers on the hill will take turns pushing their payloads down the mountain, and you'll take some damage. Heal between movements, as you'll also draw fire from Catapults and Ballistae. Eventually either your foes will run out of ammo or you'll get close enough to beat them down.



Quickly close the gap between your strongest units and the stone-wielding goons up the hill. You'll take a few licks on the way up, but you'll clear the path for your comrades to follow.

GROMELL AND HIS MEN

As you travel up route A, you'll encounter a sniper operating a stone thrower. Take him out as quickly as you can, then push your forces up the left path toward boss Gromell. He'll have a sizable group of soldiers surrounding him, along with a Bishop. At the same time, fly your winged units up the middle and confront Gromell. Use an indirect attack to knock down his health. If you can't destroy him in one turn, he'll flee and regain some HP. Track him down and put him out of his misery.



You'll need to eliminate the Sniper on the western path before you can take care of Gromell's men up top. Send a mounted or winged unit ahead to do the wet work.

STONE COLD

In addition to that pesky Sniper, there's a Swordsman currently on boulder duty. Knock him out before sending your weaker troops up this route—otherwise your buddies will get steamrolled by wave after wave of rocks.



Stay out of the path of falling rocks as you make your way up the western slope.

UP THE MIDDLE

Once you've dispatched Gromell, you can concentrate on the guards at the top of the mountain. Equip your aerial unit with Full Guard and swoop in for the attack. Target the Sniper in the center. If left to his own devices, he'll man one of the Ballistae in the area and fire at your crew. After you've taken care of him, turn your sights on the rest of the hooligans around you. By now, your invasion force in the west should be cresting the hill. Systematically rip through Gromell's remaining defenders until there's nobody left to fight.



Fly up the middle and eliminate the Sniper once you've thrashed his boss.



BISHOP'S BOOTY

While your A-team is busy charging up the western slope, advance up the hill with the units you have on the east pass. Press ahead carefully, avoiding the threat of falling rocks as you go. Send your resilient Fighters ahead to deal with the handful of foes in the area, but beware of the Sniper's range as you move. A Bishop in the vicinity is toting some valuable goods. If you've got a Thief in your party, put him to work.

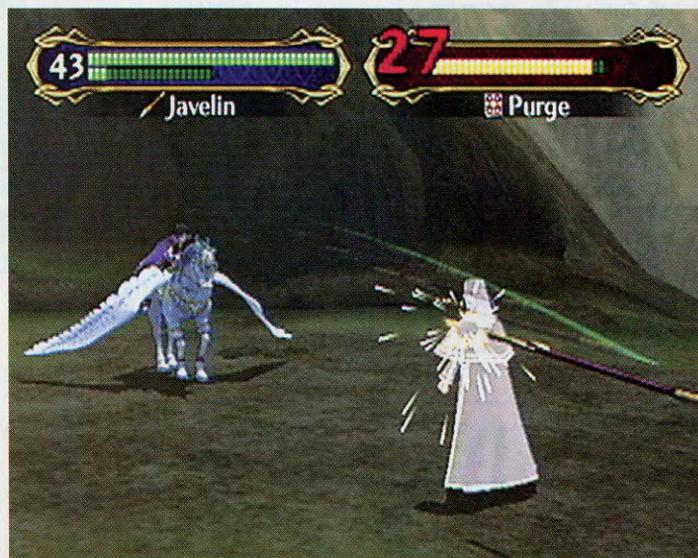


You'll meet a Bishop in your travels—send forth your Thief and snatch the holy man's goods before you defeat him in combat.



BINGE AND PURGE

By now, Greil's mercenaries have satisfied their appetite for justice with the flesh of their opponents. There's another tasty morsel ready for devouring—a Bishop milling about in the northwest. He'll drop Purge after you defeat him, so invite him to your table and let him nibble on the tip of your sword.



DIFFICULT MODE

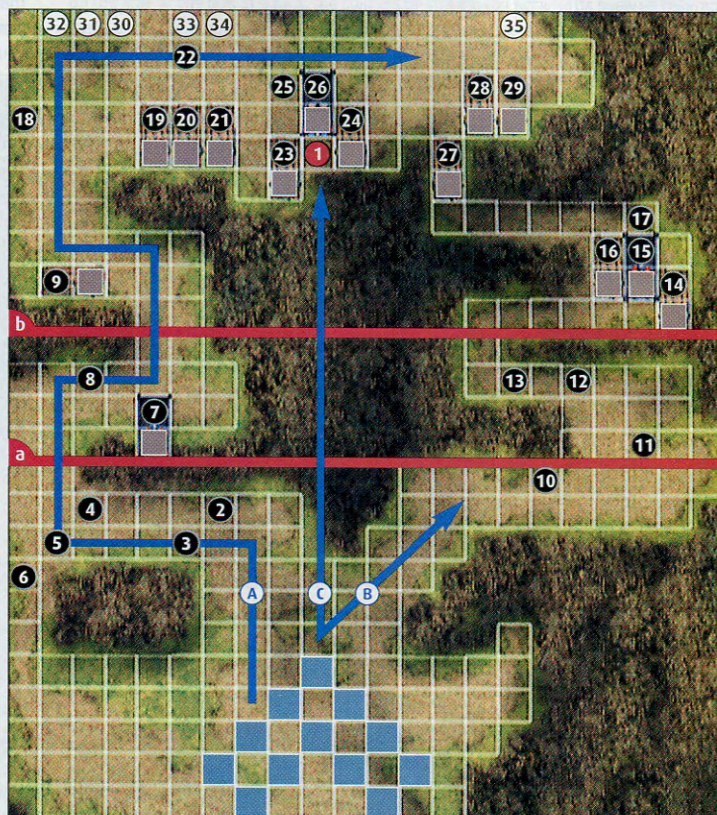
You're up against greater numbers of crankier soldiers than in Normal mode, and they'll call in more friends when you cross into nearby zones. Proceed as you did in Normal mode, except take greater care to avoid the falling rubble. Move your three squads in unison to eliminate enemies as you encounter them. As you approach the foot of the hill, it'll start raining rocks. Position your troops out of their path if you can. Waste the Archers and stone-tossers as fast as you can while your air force charges up the center to take out the boss and his guards.

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Gromell	Wyvern Lord	14	Bolt Axe, Elixir
2 Feral One	Beast Tribe/Cat	9	Claw
3 Feral One	Beast Tribe/Cat	10	Claw
4 Mercenary	Warrior	6	Steel Axe
5 Mercenary	Fighter	19	Steel Axe
6 Feral One	Beast Tribe/Cat	10	Claw
7 Soldier	Sniper	7	Steel Bow
8 Soldier	Sage	6	Elthunder, Mend
9 Mercenary	Swordmaster	8	Silver Sword
10 Mercenary	Warrior	6	Steel Axe, Steel Bow
11 Soldier	Sniper	7	Steel Bow
12 Soldier	Bishop	4	Shine, Phisic, Mend
13 Feral One	Beast Tribe/Cat	7	Claw
14 Soldier	Halberdier	6	Knight Killer
15 Soldier	Sniper	7	Steel Bow
16 Mercenary	Swordmaster	6	Laguzslayer
17 Feral One	Bird Tribe/Raven	11	Beak
18 Feral One	Bird Tribe/Hawk	12	Beak
19 Soldier	Halberdier	6	Steel Lance, Vulnerary
20 Soldier	Halberdier	6	Steel Lance, Short Spear
21 Soldier	Halberdier	9	Steel Lance
22 Soldier	Bishop	5	Purge, Mend
23 Mercenary	Warrior	7	Steel Axe
24 Mercenary	Warrior	10	Steel Axe
25 Feral One	Beast Tribe/Tiger	14	Claw
26 Soldier	Sniper	6	Longbow
27 Mercenary	Swordmaster	7	Steel Sword
28 Mercenary	Fighter	19	Steel Axe
29 Mercenary	Warrior	9	Laguz Axe

ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEMS
30 zone a	Soldier	Wyvern Rider	20	Steel Lance, Vulnerary
31 zone a	Soldier	Wyvern Lord	3	Short Spear, Vulnerary
32 zone a	Soldier	Wyvern Rider	19	Steel Lance
33 zone b	Feral One	Beast Tribe/Cat	7	Claw
34 zone b	Feral One	Beast Tribe/Cat	10	Claw
35 zone b	Feral One	Bird Tribe/Raven	12	Beak



ARMORY

ITEM	PRICE
Fire	560
Hand Axe	375
Iron Lance	360
Iron Sword	460
Silver Sword	1,875
Steel Axe	420
Steel Blade	700
Steel Bow	840
Steel Lance	560
Steel Sword	700
Wind	520

VENDOR

ITEM	PRICE
Heal	600
Mend	1,000
Vulnerary	300

CREATE A WEAPON

ITEM	KIND
Axe	Iron/Steel/Silver/Hand
Bow	Iron/Steel/Silver
Lance	Iron/Slim/Steel/Silver/Javelin
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel/Silver

CHAPTER 26

CLASH!

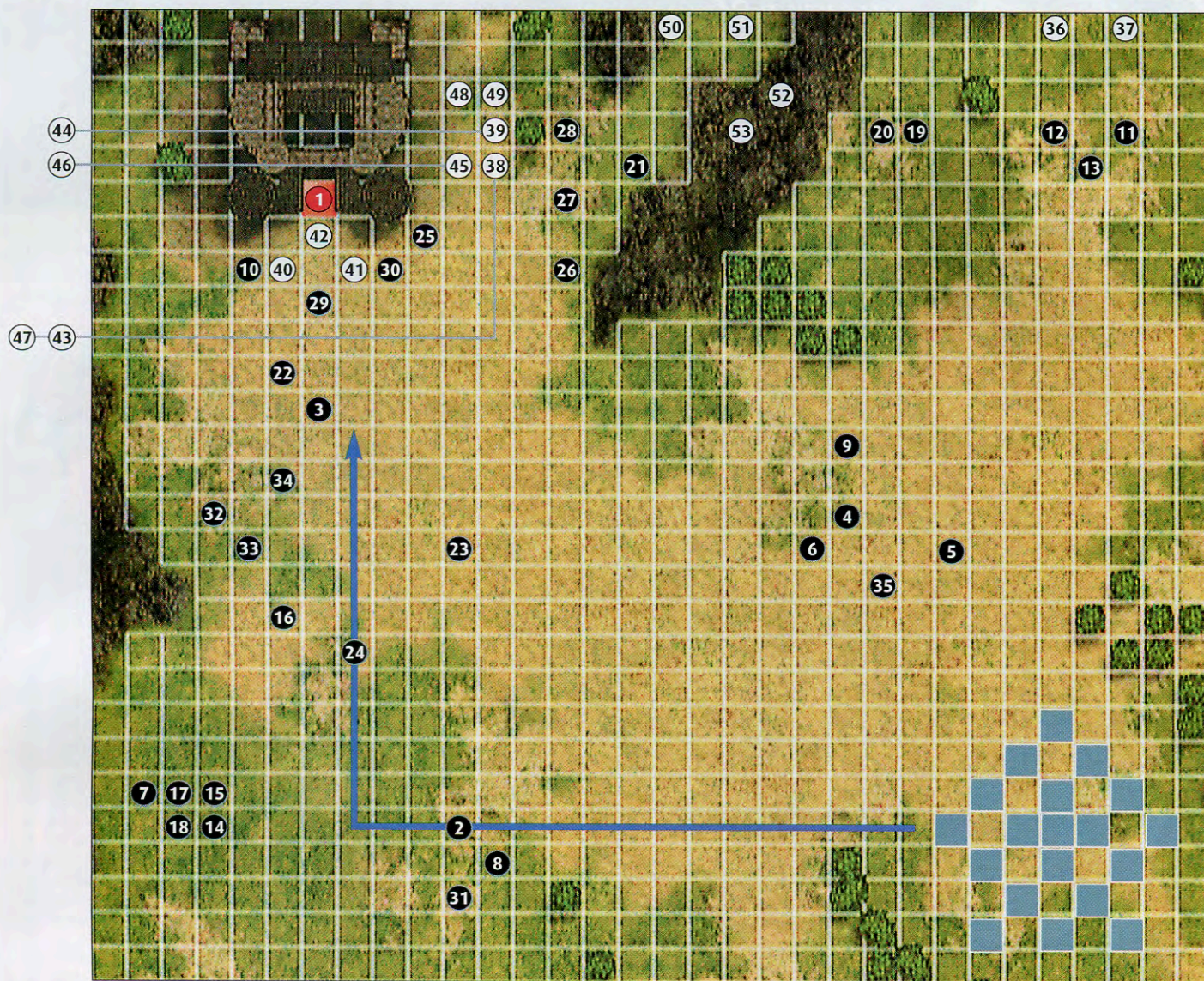
After rendezvousing with the Gallians, Ike's army is three times the size it was when it left Begnion. But Daein's numbers are comparable. Ashnard's plan to embroil the continent in war is coming to fruition, as the pieces fall into place for the release of an ancient evil. The Crimean Liberation Army must make haste and attack two forts under Ashnard's control. The hawks of Phoenicis, led by Tibarn, prepare an assault on Fort Nados to divert Daein's attention. Ike must lead the main assault against Daein's forces at Fort Pinell.

NEW MEMBER

**ELINCIA**

Princess Elincia will at long last join her companions in battle on a winged steed. Elincia can wield both sword and staff. Her sword, Amiti, allows her to strike twice per turn.





STARTING ENEMIES

NAME	CLASS	LV	ITEMS	NAME	CLASS	LV	ITEMS
1 Bertram	Paladin	19	Runesword, Spear, Vulnerary	19 Soldier	Sage	8	Meteor, Elfire, Mend
2 Mercenary	Swordmaster	9	Steel Sword	20 Feral One	Beast Tribe/Tiger	10	Claw
3 Mercenary	Swordmaster	11	Brave Sword	21 Feral One	Beast Tribe/Tiger	10	Claw
4 Mercenary	Warrior	9	Killer Axe	22 Feral One	Beast Tribe/Tiger	10	Claw
5 Mercenary	Warrior	10	Hammer	23 Feral One	Beast Tribe/Tiger	10	Claw
6 Mercenary	Warrior	10	Short Axe	24 Feral One	Beast Tribe/Cat	8	Claw
7 Soldier	Bishop	8	Shine, Physic	25 Soldier	General	11	Laguz Lance
8 Mercenary	Swordmaster	10	Longsword	26 Soldier	General	10	Killer Lance, Short Spear
9 Soldier	Sniper	4	Steel Bow, Longbow	27 Soldier	Bishop	7	Shine, Sleep, Physic
10 Soldier	Paladin	9	Steel Sword	28 Soldier	Sniper	4	Longbow
11 Soldier	Paladin	9	Steel Sword	29 Soldier	Paladin	12	Steel Blade, Short Axe
12 Soldier	Paladin	7	Steel Bow	30 Soldier	Paladin	8	Laguz Axe, Short Axe
13 Soldier	Paladin	10	Silver Sword	31 Mercenary	Swordmaster	10	Killing Edge
14 Soldier	General	7	Knight Killer	32 Soldier	Wyvern Lord	9	Silver Lance
15 Soldier	General	7	Steel Lance	33 Soldier	Wyvern Lord	8	Steel Lance
16 Soldier	Sniper	11	Steel Bow	34 Soldier	Wyvern Lord	6	Steel Lance
17 Soldier	Sniper	10	Laguz Bow	35 Mercenary	Warrior	9	Laguz Axe
18 Soldier	Halberdier	7	Steel Lance, Short Spear				

ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEMS
36	4	Soldier	Wyvern Lord	7 Steel Lance
37	4	Soldier	Wyvern Lord	9 Short Spear
38	5	Soldier	Paladin	6 Steel Lance
39	5	Soldier	Paladin	6 Steel Bow
40	7	Soldier	Sage	9 Blizzard, Elwind
41	7	Soldier	Sage	8 Thoron, Mend
42	7	Soldier	Sage	7 Bolganone, Meteor, Physic, Elixir
43	10	Soldier	Paladin	8 Steel Sword
44	10	Soldier	Paladin	6 Laguz Bow, Steel Sword
45	10	Soldier	Paladin	10 Steel Lance
46	13	Soldier	Paladin	8 Steel Blade, Short Axe
47	13	Soldier	Paladin	9 Steel Lance, Steel Sword
48	13	Soldier	Paladin	10 Silver Sword, Iron Bow
49	13	Soldier	Paladin	9 Silver Lance, Short Axe
50	16	Soldier	Wyvern Lord	8 Knight Killer
51	16	Soldier	Wyvern Lord	10 Short Axe
52	16	Soldier	Wyvern Lord	8 Steel Lance
53	16	Soldier	Wyvern Lord	9 Steel Lance

ARMORY

ITEM	PRICE
Elwind	1,650
Hand Axe	375
Iron Axe	270
Iron Blade	980
Javelin	500
Light	800
Longbow	2,000
Shine	2,100
Silver Axe	1,250
Silver Bow	2,000
Silver Lance	1,500
Silver Sword	1,875
Steel Axe	420
Steel Blade	700
Steel Bow	840
Thunder	600
Wind	520

VENDOR

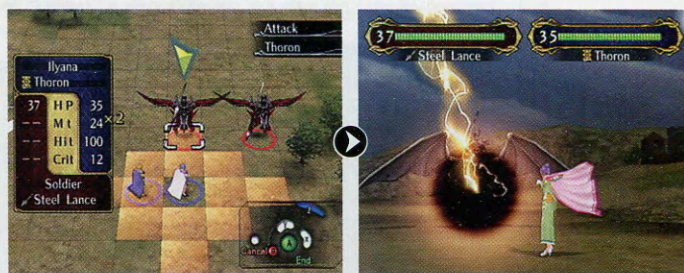
ITEM	PRICE
Heal	600
Mend	1,000
Pure Water	900
Restore	2,000
Vulnerary	300

CREATE A WEAPON

ITEM	KIND
Axe	Iron/Steel/Silver/Hand
Bow	Iron/Steel/Silver
Lance	Iron/Slim/Steel/Silver/Javelin
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel/Silver

SHOOT DOWN THE WYVERNS

You'll encounter clusters of Wyvern Lords and Wyvern Riders here. Though these winged units put up a strong fight, they are vulnerable to magic and bow attacks. Exploit this weakness and knock them from the sky when they're in range.



GIMME THAT!



Two Bishops are roaming the countryside. You'll face one in the southwest who's flanked by some Snipers, and another one in the north. Steal their possessions, then crush them under your heel.

METEOR MAN



To the north of your starting position is a Sage equipped with Meteor. Remove this long-distance threat early on before he has a chance to scorch your troops.

LET ELINCIA FIGHT

You're up against some serious opposition here, and to complicate matters even further, Princess Elinia has decided to tag along. She's considerably weaker than your other units, but that doesn't mean you should coddle her. As you make your way slowly to the west and north, soften up your opponents with a strong fighter, then send Elinia in to deal the final blow. She'll gain EX quickly this way.



Princess Elinia is the stuff of fairy tales. Not only is she the beautiful heir to a kingdom, but she isn't afraid to get some dirt under her nails in a fight.



STEAL THE KILLER LANCE

Your Thief will be working overtime as you approach the boss's hideout. Bertram's guarded by a level-10 General that's armed with a Killer Lance and a Short Spear. Attack him from afar and let him equip his Short Spear in retaliation. Once he's switched weapons, send your Thief in close and steal the Killer Lance.



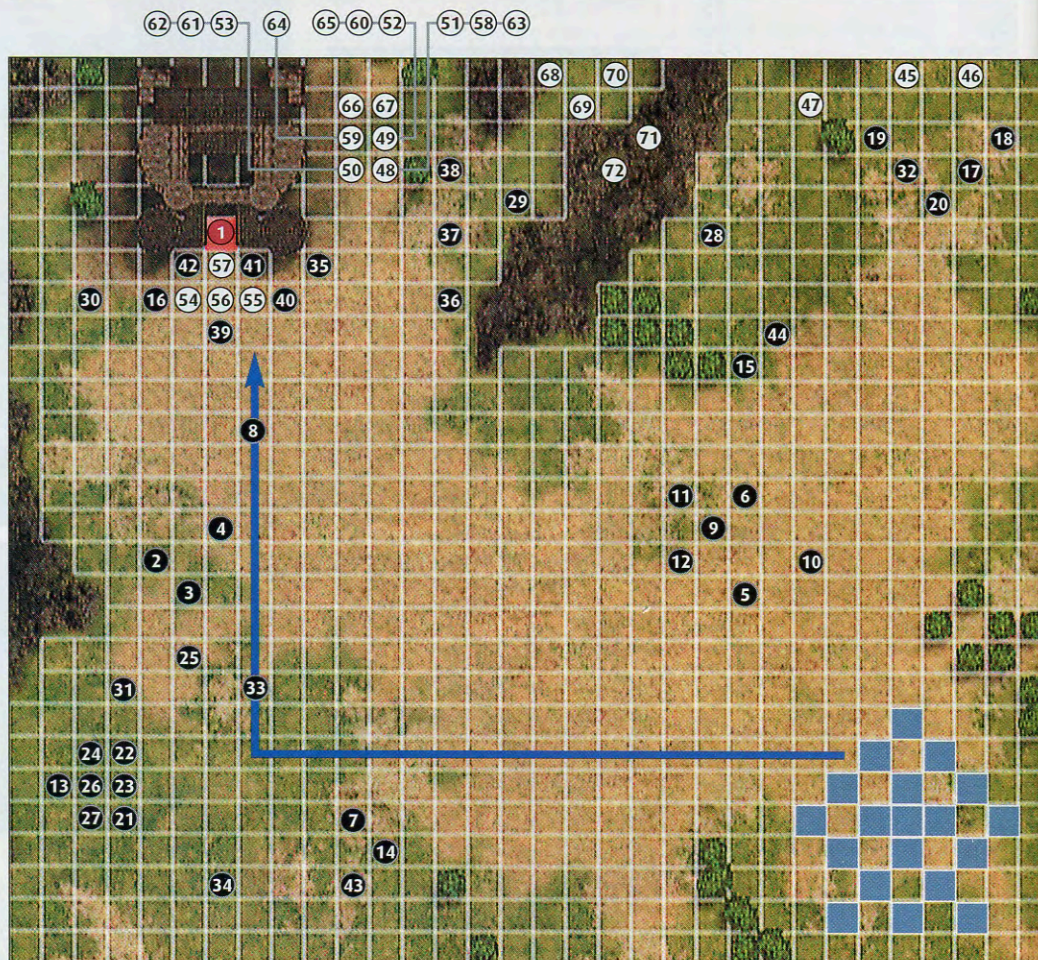
LOOT THE HEALERS

Thin the cluster of guards surrounding Bertram, then focus your attention on the healers in his midst. Have your Thief swipe the healing staffs from them before you engage the boss in combat—otherwise you're asking for an epic battle.



DIFFICULT MODE

Don't get cocky, kid. You can't afford to make silly mistakes in Difficult mode, especially when you're outnumbered by such an overwhelming force. Form a strong front line with your toughest fighters to shield your junior units. Monitor your enemies' movements—they'll try hard to flank your defense and eliminate your weakest allies. Don't let that happen. Proceed with caution to the west and north, luring foes to your position and picking them off one by one. Steal what items you can before taking out the Bishops and Sages.



DISARM AND DESTROY

Bertram's Runesword is a fearsome tool of destruction; it's a magic sword that restores the wielder's HP equal to half of the damage it inflicts. Before you can add it to your collection, you'll need to destroy its owner. Hit him hard with magic and ranged attacks from your bowmen. Be selective when choosing your attackers—employ units with a high resistance to magic and strong Defense.



STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Beufores	Paladin	19	Runesword, Spear, Elixir
2 Soldier	Wyvern Lord	9	Silver Lance
3 Soldier	Wyvern Lord	8	Steel Lance
4 Soldier	Wyvern Lord	6	Steel Lance
5 Mercenary	Warrior	9	Laguz Axe
6 Mercenary	Warrior	8	Steel Axe
7 Mercenary	Swordmaster	9	Steel Sword
8 Mercenary	Swordmaster	13	Brave Sword
9 Mercenary	Warrior	9	Killer Axe
10 Mercenary	Warrior	10	Hammer
11 Mercenary	Warrior	7	Steel Axe, Steel Bow
12 Mercenary	Warrior	10	Short Axe
13 Soldier	Bishop	8	Shine, Physic
14 Mercenary	Swordmaster	10	Longsword
15 Soldier	Sniper	4	Steel Bow, Longbow
16 Soldier	Paladin	9	Steel Sword
17 Soldier	Paladin	9	Steel Sword
18 Soldier	Paladin	7	Steel Bow, Steel Lance
19 Soldier	Paladin	7	Steel Bow
20 Soldier	Paladin	10	Silver Sword
21 Soldier	General	7	Knight Killer
22 Soldier	General	9	Steel Blade
23 Soldier	General	7	Steel Lance
24 Soldier	Halberdier	10	Steel Lance, Short Spear
25 Soldier	Sniper	11	Steel Bow
26 Soldier	Sniper	10	Laguz Bow
27 Soldier	Halberdier	7	Steel Lance, Short Spear
28 Soldier	Sage	8	Meteor, Elfire, Mend
29 Feral One	Beast Tribe/Tiger	10	Claw
30 Feral One	Beast Tribe/Tiger	10	Claw
31 Feral One	Beast Tribe/Tiger	10	Claw
32 Soldier	Paladin	7	Steel Blade
33 Feral One	Beast Tribe/Cat	8	Claw
34 Feral One	Beast Tribe/Cat	10	Claw
35 Soldier	General	11	Laguz Lance
36 Soldier	General	10	Killer Lance, Short Spear
37 Soldier	Bishop	7	Shine, Sleep, Physic
38 Soldier	Sniper	4	Longbow
39 Soldier	Paladin	12	Steel Blade, Short Axe
40 Soldier	Paladin	10	Steel Blade
41 Soldier	Paladin	8	Laguz Axe, Short Axe
42 Soldier	Paladin	8	Steel Bow, Steel Sword
43 Mercenary	Swordmaster	10	Killing Edge
44 Soldier	Sage	9	Bolganone, Mend

ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEMS
45 4	Soldier	Wyvern Lord	7	Steel Lance
46 4	Soldier	Wyvern Lord	9	Short Spear
47 4	Soldier	Wyvern Lord	8	Steel Axe
48 5	Soldier	Paladin	6	Steel Lance
49 5	Soldier	Paladin	6	Steel Bow
50 5	Soldier	Paladin	9	Steel Lance
51 7	Soldier	Sage	9	Blizzard, Elwind
52 7	Soldier	Sage	8	Thoron, Mend
53 7	Mercenary	Swordmaster	10	Longsword
54 7	Soldier	Sage	7	Bolganone, Meteor, Physic, Elixir
55 9	Soldier	Paladin	6	Steel Lance
56 9	Soldier	Paladin	6	Steel Bow
57 9	Soldier	Paladin	9	Steel Lance
58 10	Soldier	Paladin	8	Steel Bow, Steel Sword
59 10	Soldier	Paladin	6	Steel Bow, Steel Lance
60 10	Soldier	Paladin	6	Laguz Bow, Steel Sword
61 10	Soldier	Paladin	10	Steel Lance
62 13	Soldier	Paladin	8	Steel Blade, Short Axe
63 13	Soldier	Paladin	9	Steel Lance, Steel Sword
64 13	Soldier	Paladin	10	Steel Bow, Steel Lance
65 13	Soldier	Paladin	11	Short Axe
66 13	Soldier	Paladin	10	Silver Sword, Steel Bow
67 13	Soldier	Paladin	9	Silver Lance, Short Axe
68 16	Soldier	Wyvern Lord	8	Knight Killer
69 16	Soldier	Wyvern Lord	10	Silver Lance
70 16	Soldier	Wyvern Lord	10	Short Axe
71 16	Soldier	Wyvern Lord	8	Steel Lance
72 16	Soldier	Wyvern Lord	9	Steel Lance

ARMORY

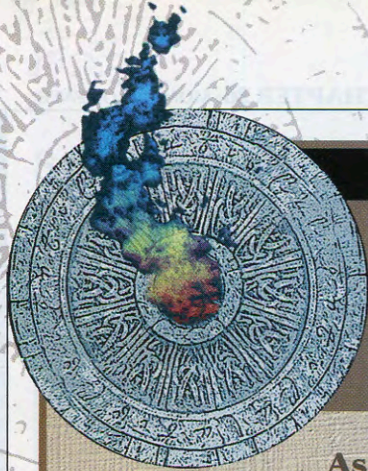
ITEM	PRICE
Elfire	1,800
Iron Axe	270
Iron Bow	540
Javelin	500
Knife	480
Light	800
Silver Lance	1,500
Slim Sword	560
Steel Axe	420
Steel Bow	840
Steel Lance	560
Steel Sword	700
Thunder	600

VENDOR

ITEM	PRICE
Heal	600
Mend	1,000
Pure Water	900
Restore	2,000
Vulnerary	300

CREATE A WEAPON

ITEM	KIND
Axe	Iron/Steel/Silver/Hand
Bow	Iron/Steel/Silver
Lance	Iron/Slim/Steel/Silver/Javelin
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel/Silver



CHAPTER 27

MOMENT OF FATE

As the mercenaries prepare their assault on Nados Castle, Ike knows that his final bout with the Black Knight is near. Though the Crimean Liberation Army is progressing, King Ashnard still has much in his favor, including Lehran's Medallion and Reyson's sister, Leanne. Nados Castle is the last Daein stronghold before the Crimean capital, which is where Ashnard resides. The battle for Nados will be fierce, and Ike warns his companions that once they reach the castle's throne room, he alone can face the Black Knight. Ike must wield the sacred sword of Ragnell to earn victory.



Sir Knight. The Crimean army will renew their assault of the castle momentarily.

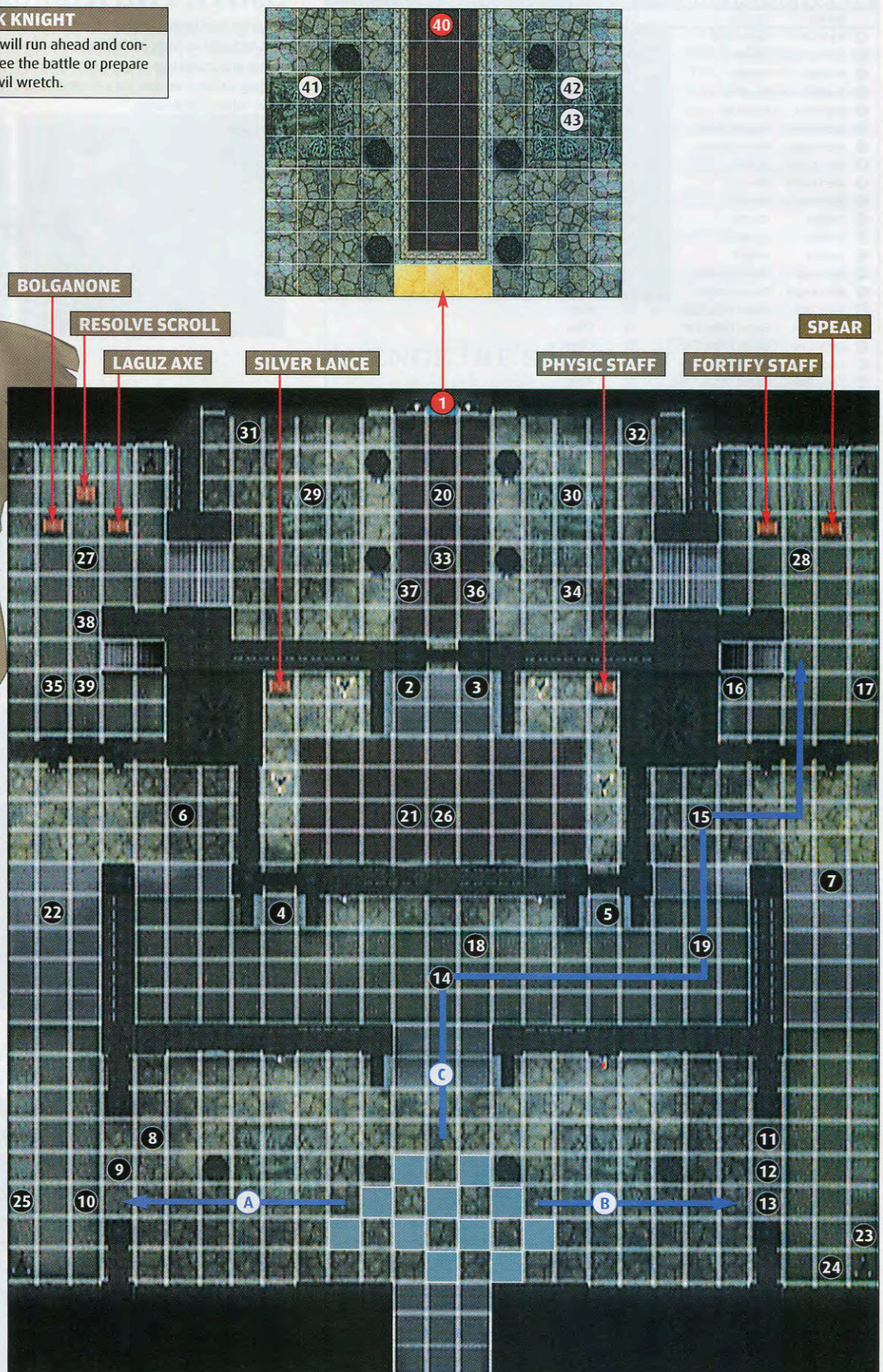
Hafedd



ALLIES: 11 | ENEMIES: 39

SHOWDOWN WITH THE BLACK KNIGHT

Once you reach this point, Ike and Mist will run ahead and confront the Black Knight. You can either flee the battle or prepare for an intense showdown against the evil wretch.



STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Hafedd	Halberdier	17	Brave Lance, Spear, Knight Ward, Occult Scroll
2 Soldier	Sniper	7	Longbow, Chest Key
3 Soldier	Sniper	7	Laguz Bow
4 Soldier	General	9	Silver Lance
5 Soldier	General	9	Silver Lance
6 Mercenary	Swordmaster	9	Silver Sword, Door Key
7 Mercenary	Swordmaster	7	Longsword, Door Key
8 Mercenary	Warrior	3	Venin Axe
9 Mercenary	Warrior	7	Killer Axe
10 Mercenary	Warrior	3	Steel Bow
11 Soldier	Knight	18	Steel Lance
12 Soldier	General	3	Steel Lance
13 Soldier	Knight	20	Steel Lance
14 Mercenary	Swordmaster	12	Iron Blade
15 Mercenary	Swordmaster	11	Brave Sword
16 Feral One	Beast Tribe/Cat	11	Claw
17 Feral One	Beast Tribe/Cat	11	Claw
18 Feral One	Beast Tribe/Cat	11	Claw
19 Feral One	Beast Tribe/Cat	9	Claw
20 Feral One	Beast Tribe/Tiger	11	Claw
21 Feral One	Beast Tribe/Tiger	11	Claw
22 Feral One	Beast Tribe/Tiger	11	Claw
23 Thief	Thief	12	Dagger
24 Thief	Thief	11	Dagger
25 Thief	Thief	14	Stiletto, Double Bow
26 Soldier	Sage	5	Bolting, Elthunder, Physic
27 Soldier	Sage	7	Bolting, Elthunder, Vulnerary
28 Soldier	Sage	7	Meteor, Elfire, Chest Key
29 Soldier	Halberdier	8	Heavy Spear
30 Soldier	Halberdier	7	Killer Lance
31 Inferior	Beast Tribe/Tiger	12	Claw
32 Inferior	Beast Tribe/Tiger	12	Claw
33 Soldier	Sniper	10	Brave Bow
34 Soldier	Bishop	6	Shine, Physic, Silence
35 Soldier	General	9	Short Spear
36 Soldier	General	10	Steel Lance
37 Soldier	General	10	Steel Blade
38 Soldier	Sage	8	Thoron
39 Soldier	General	10	Silver Lance, Chest Key

ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEMS
40	1*	Black Knight	General	20 Alondite
41	3*	Soldier	Halberdier	2 Spear, Steel Lance, Vulnerary
42	3*	Soldier	Bishop	3 Light, Physic, Vulnerary
43	3*	Soldier	Bishop	1 Shine, Physic

1* The Black Knight shows up when you arrive at the blue square.

3* Additional soldiers will arrive on the third turn during your battle with the Black Knight.

ARMORY

ITEM	PRICE
Elfire	1,800
Elthunder	1,950
Fire	560
Iron Bow	540
Shine	2,100
Silver Axe	1,250
Silver Blade	1,800
Silver Bow	2,000
Silver Lance	1,500
Silver Sword	1,875
Steel Blade	700
Steel Lance	560
Steel Sword	700
Stiletto	1,500
Thunder	600

VENDOR

ITEM	PRICE
Antitoxin	450
Heal	600
Mend	1,000
Pure Water	900
Restore	2,000
Vulnerary	300

CREATE A WEAPON

ITEM	KIND
Axe	Iron/Steel/Silver/Hand
Bow	Iron/Steel/Silver
Lance	Iron/Slim/Steel/Silver/Javelin
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel/Silver

SMITE THE KILLER-AXE WIELDER

Separate your units into four squads: Send at least one mounted unit and a fighter to the east and west sections of the start point. Leave Reyson, a healer and your Thief in the center and march two or three strong fighters north. You'll encounter a pesky warrior holding a Killer Axe. He's got a ranged attack, so take him out before you bother with the other soldiers in the area.



ELIMINATE THE THIEVES



Thieves roam the map in search of valuables. If left alone, they will open the doors to the north, alerting many enemy guards who will advance on your party. Send your mounted units after them and strike them down.

SHOOTING STAR

Hiding to the northeast is a powerful Sage who's an expert Meteor caster. Since his magic attack can hit your clan from far away, destroy him before he lays waste to your teammates. Fly your Falcon Knight to his location and turn his worthless hide into a doormat.



KNOCK, KNOCK



To the northwest, pick (or bash) the door that stands between your party and an irritating magician. He has a couple of Generals for bodyguards, so proceed with caution. Move in for the kill before he has a chance to strike.

HIDING HALBERDIER

There is a level-7 Halberdier lurking in the northeast. He's armed with a Killer Lance, so approach him with caution. Send forth your ranged fighters in the vicinity and attack the foe from a distance. If you have multiple warriors with long-distance abilities, you should be able to remove the threat quickly.



MORE THIEVERY



Not far from the Halberdier you just eliminated is a Bishop who carries Shine, the Physic Staff and the Silence Staff. You'll want to remove the healer before he gets a chance to work his mojo on his friends. Pick his pockets, then do away with him.

BEAST-HUNTING



A number of beast-tribe members threaten to turn your party into lunchmeat. Since each of your furry foes has a high Defense, send multiple units to pound each one into dust (Fire magic works especially well), or risk the consequences of dealing with a cornered, injured nuisance.

OPERATION CLEAN SWEEP

Before you confront the boss, pick off every opponent in the region. Consider critically wounding some of the tougher fighters and then sending in your low-level units to finish the job. After you've excised each henchman, beast and thug on the map, you can finally turn your attention to their leader.



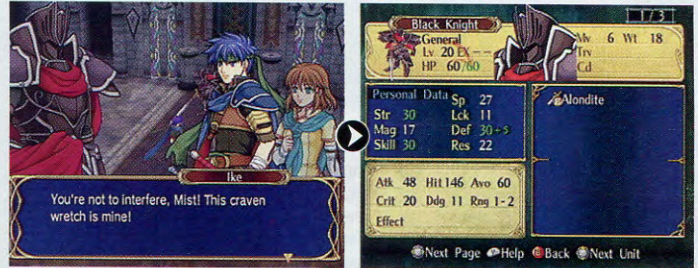
SWIPE AND SHOOT



The head honcho doesn't pose much of a threat, but he is carrying a spear in his arsenal. Pluck the ranged implement from his clutches, then shove or rescue your Thief before he's assassinated. Send in your strongest ranged units and blast away.

AVENGE IKE'S FATHER

You'll square off against the Black Knight just north of where you scrapped with the boss. If you flee the fight, the tower will collapse, taking your opponent and Nasir with it. Should you confront your enemy, make sure Ike is at least at level 15 and possesses the Aether skill. Guard, Wrath and the Vantage Scroll are also good to have.



Have Mist heal Ike after each turn. Attack the Black Knight with all you've got. Your opponent will heal himself, meaning this fight may drag out. Reinforcements will arrive after the third turn—if your main target is almost dead, finish the job. Otherwise, eliminate his backup.



DIFFICULT MODE 3

You have the option of repeating the Normal-mode strategy and splitting up your party, or you can muscle your way through the level as one solid mass. The advantage of forming multiple groups is that you'll catch and eliminate the Thieves quickly, though you'll have the added stress of protecting your weakest units with less manpower. Decide which tactic you'd like to employ before you set out.

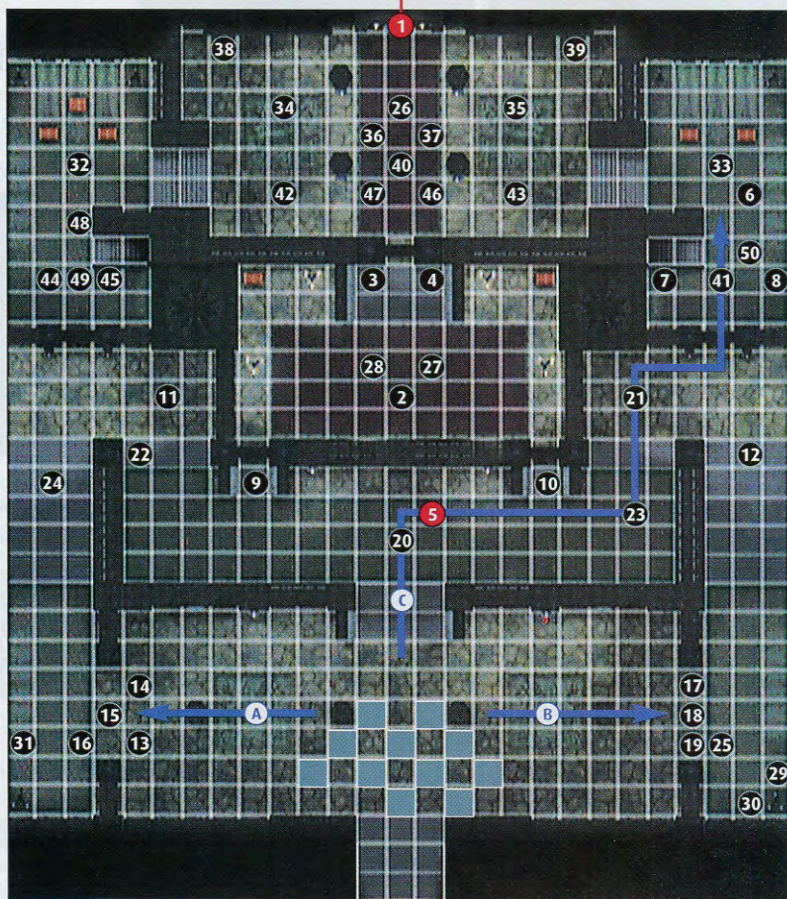
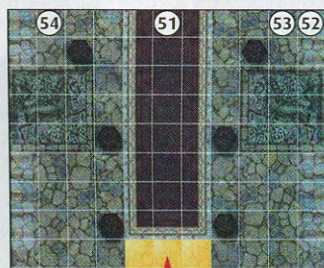
STARTING ENEMIES

	NAME	CLASS	LV	ITEMS
1	Hafedd	Halberdier	17	Brave Lance, Spear, Knight Ward, Occult Scroll
2	Soldier	Sage	5	Bolting, Elthunder, Physic
3	Soldier	Sniper	7	Longbow, Chest Key
4	Soldier	Sniper	7	Laguz Bow
5	Feral One	Beast Tribe/Cat	11	Claw
6	Feral One	Beast Tribe/Cat	11	Claw
7	Feral One	Beast Tribe/Cat	11	Claw
8	Feral One	Beast Tribe/Cat	11	Claw
9	Soldier	General	9	Silver Lance
10	Soldier	General	9	Silver Lance
11	Mercenary	Swordmaster	9	Silver Sword, Door Key
12	Mercenary	Swordmaster	7	Longsword, Door Key
13	Mercenary	Warrior	5	Venin Axe, Antitoxin
14	Mercenary	Warrior	3	Venin Axe
15	Mercenary	Warrior	7	Killer Axe
16	Mercenary	Warrior	3	Steel Bow
17	Soldier	Knight	18	Steel Lance
18	Soldier	General	3	Steel Lance
19	Soldier	Knight	20	Steel Lance
20	Mercenary	Swordmaster	12	Iron Blade
21	Mercenary	Swordmaster	11	Brave Sword
22	Feral One	Beast Tribe/Cat	10	Claw
23	Feral One	Beast Tribe/Cat	9	Claw
24	Feral One	Beast Tribe/Tiger	11	Claw
25	Mercenary	Warrior	5	Tomahawk
26	Feral One	Beast Tribe/Tiger	15	Claw
27	Feral One	Beast Tribe/Tiger	15	Claw
28	Feral One	Beast Tribe/Tiger	13	Claw
29	Thief	Thief	12	Dagger
30	Thief	Thief	11	Dagger
31	Thief	Thief	14	Stiletto, Double Bow
32	Soldier	Sage	7	Bolting, Elthunder, Vulnerary
33	Soldier	Sage	7	Meteor, Elfire, Chest Key
34	Soldier	Halberdier	8	Heavy Lance
35	Soldier	Halberdier	7	Killer Lance
36	Soldier	Halberdier	8	Short Spear
37	Soldier	Halberdier	7	Short Spear
38	Feral One	Beast Tribe/Tiger	12	Claw
39	Feral One	Beast Tribe/Tiger	12	Claw
40	Soldier	Sniper	10	Brave Bow
41	Feral One	Beast Tribe/Hawk	13	Beak
42	Soldier	Bishop	6	Shine, Physic, Sleep
43	Soldier	Bishop	6	Shine, Physic, Silence
44	Soldier	General	9	Short Spear
45	Soldier	General	3	Short Spear
46	Soldier	General	10	Steel Lance
47	Soldier	General	10	Steel Blade
48	Soldier	Sage	8	Thoron
49	Soldier	General	10	Silver Lance, Chest Key
50	Feral One	Beast Tribe/Hawk	11	Beak

ENEMY REINFORCEMENTS

	TURN	NAME	CLASS	LV	ITEMS
51	1*	Black Knight	General	20	Alondite
52	3*	Soldier	Bishop	2	Shine, Physic
53	3*	Soldier	Halberdier	1	Spear
54	3*	Soldier	Halberdier	2	Spear

- 1* The Black Knight will arrive once you reach the boss's grid square.
3* Additional soldiers will arrive during the third turn of your fight with the Black Knight.



ARMORY

ITEM	PRICE
Elwind	1,650
Fire	560
Hand Axe	375
Iron Lance	360
Iron Sword	460
Shine	2,100
SilverAxe	1,250
Steel Axe	420
Steel Bow	840
Steel Lance	560
Steel Sword	700
Stiletto	1,500

VENDOR

ITEM	PRICE
Antitoxin	450
Heal	600
Mend	1,000
Pure Water	900
Restore	2,000
Vulnerary	300

CREATE A WEAPON

ITEM	KIND
Axe	Iron/Steel/Silver/Hand
Bow	Iron/Steel/Silver
Lance	Iron/Slim/Steel/Silver/Javelin
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel/Silver

CHAPTER 28

TWISTED TOWER

With his father's death avenged, Ike turns his attention to Reyson's captured sister, Leanne. She is being kept in Gritnea Tower, and Ike must take a small force to rescue her before invading the Crimean capital. Gritnea Tower is an evil place where Ashnard has performed unspeakable acts on innocent Laguz. The mercenaries will now fight through an army of Daein soldiers and warped Laguz—the mighty hawk Tibarn will assist them in their struggle.

NEW MEMBERS



ENA

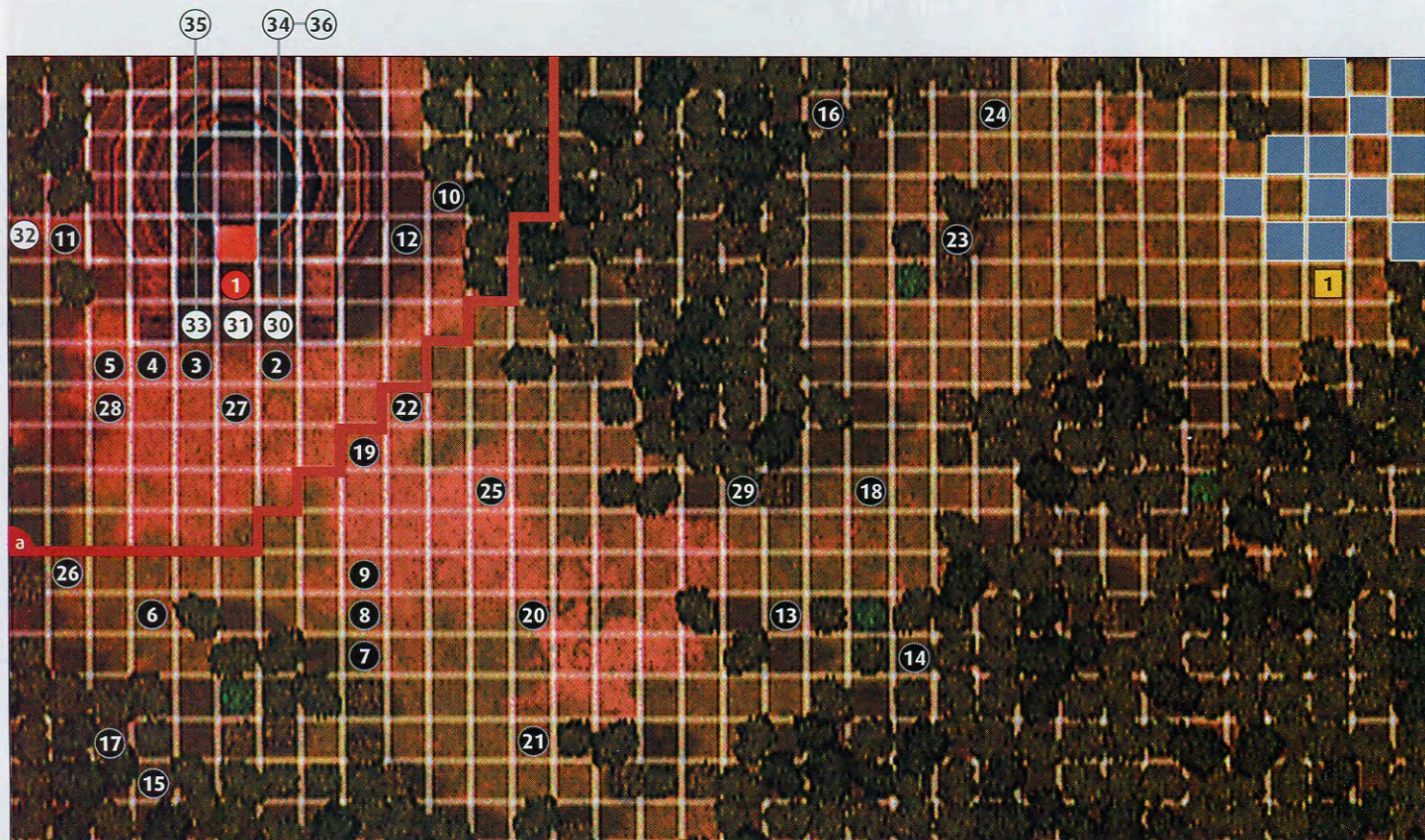
Distraught over the death of her grandfather, Nasir, Ena chooses to fight alongside Ike's militia. She wants to repay Ike's kindness in having rescued her from the crumbling tower.



NASIR

During the showdown with the Black Knight, Nasir will rush in to allow his friends to escape, but he'll be trapped inside the crumbling tower. However if the Black Knight is defeated quickly enough Nasir will escape with you and join your party instead of Ena.





STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Heddwyn	Sage	18	Rexbolt, Bolting, Elixir
2 Soldier	Paladin	10	Spear
3 Soldier	Paladin	11	Runesword
4 Soldier	Bishop	11	Shine, Mend, Sleep
5 Soldier	Bishop	9	Purge, Mend
6 Mercenary	Swordmaster	9	Laguzslayer
7 Soldier	Halberdier	11	Short Spear
8 Soldier	Halberdier	11	Silver Lance
9 Soldier	Halberdier	9	Short Spear
10 Feral One	Bird Tribe/Hawk	10	Beak
11 Feral One	Bird Tribe/Hawk	7	Beak
12 Feral One	Bird Tribe/Hawk	7	Beak
13 Feral One	Bird Tribe/Hawk	7	Beak
14 Feral One	Bird Tribe/Hawk	7	Beak
15 Feral One	Bird Tribe/Raven	10	Beak
16 Feral One	Bird Tribe/Raven	9	Beak
17 Feral One	Bird Tribe/Raven	12	Beak
18 Feral One	Beast Tribe/Tiger	10	Claw
19 Feral One	Beast Tribe/Cat	9	Claw
20 Feral One	Beast Tribe/Cat	9	Claw
21 Feral One	Beast Tribe/Cat	9	Claw
22 Feral One	Beast Tribe/Cat	13	Claw
23 Feral One	Beast Tribe/Cat	8	Claw
24 Feral One	Beast Tribe/Tiger	7	Claw
25 Feral One	Dragon/Red	13	Breath
26 Feral One	Dragon/Red	12	Breath
27 Feral One	Dragon/Red	15	Breath
28 Feral One	Beast Tribe/Cat	12	Claw
29 Mercenary	Warrior	7	Killer Axe, Steel Axe

ENEMY REINFORCEMENTS

	TURN	NAME	CLASS	LV	ITEMS
30	5	Feral One	Beast Tribe/Cat	13	Claw
31	5	Feral One	Beast Tribe/Cat	10	Claw
32	6	Feral One	Bird Tribe/Hawk	15	Beak
33	8	Feral One	Beast Tribe/Tiger	10	Claw
34	8	Feral One	Beast Tribe/Tiger	10	Claw
35	zone a	Feral One	Beast Tribe/Tiger	10	Claw
36	zone a	Feral One	Beast Tribe/Tiger	10	Claw

PARTNER UNIT

NAME	CLASS	LV	ITEMS
1 Tibarn	Bird Tribe/Hawk	18	Beak, Laguz Band

ARMORY

ITEM	PRICE
Elfire	1,800
Elthunder	1,950
Elwind	1,650
Fire	560
Iron Blade	980
Light	800
Shine	2,100
Silver Axe	1,250
Silver Bow	2,000
Silver Lance	1,500
Silver Sword	1,875
Steel Blade	700
Steel Bow	840
Steel Lance	560
Steel Sword	700
Thunder	600
Wind	520

VENDOR

ITEM	PRICE
Elixir	3,000
Heal	600
Mend	1,000
Pure Water	900
Recover	2,250
Restore	2,000
Vulnerary	300

CREATE A WEAPON

ITEM	KIND
Axe	Iron/Steel/Silver/Hand
Bow	Iron/Steel/Silver
Lance	Iron/Slim/Steel/Silver/Javelin
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel/Silver

FRIENDLY FLIER



At the start of the round, Tibarn is fluttering just south of your party. He's a powerful bird warrior, but remember that while he's fighting, you won't gain EX. If you'd rather go it alone, order him to back off and wait in a corner.

BIG-GAME HUNTING

Each type of enemy Laguz is vulnerable to particular attacks. Use Wind magic on the birds, Fire magic on the beasts and Lightning magic on the Dragons. Hit them from long range—no Laguz can retaliate beyond melee range. Don't reposition your troops until you've checked the Laguz's movement range—you won't have to move very far before your foes advance on your location.



Arrows and Wind magic are effective tactics against Laguz. Eliminate the beasts quickly.



SING A SONG



Your pal Reyson's quite a crooner; though he isn't useful as a fighter, his Song ability allows any party members directly adjacent to him to fight another turn. Surround him with units and let him wail away when you're fighting hardy opponents.

ONE AT A TIME



If you charge east like a pack of bulls, you'll quickly find yourself outmanned and outgunned. Instead, lure foes to your position one at a time and deal with them in smaller numbers.

RED DRAGONS

The three Red Dragons in the west pose a serious threat to your party. They won't be easy to destroy, but you can increase your combat effectiveness by equipping a Laguzslayer and casting Lightning magic against them.



Lighting-based magic attacks deal considerable damage to the Red Dragons.



CHIVALRY IS NOT DEAD



You'll have a challenging time fighting off the advancing threats, leaving you few resources to divert to other causes. Naesala will lend a hand and rescue Leanne from danger while you're occupied, so stand your ground.

PICK AND CHOOSE

You'll come up against a few opponents who carry multiple weapons. Check each enemy's information on the status screen and decide how you want to proceed. Pilfer the weapon of your choosing, then exploit his weakness.



STEAL THE REXBOLT

Boss Heddwyn possesses Rexbolt, the most powerful Lightning magic. Have your Thief run up to him and snatch the Rexbolt before your opponent has a chance to use it against you. Once you've stripped him of his weapon, pursue him with your heaviest units—he'll hit the ground like a sack of potatoes.



DIFFICULT MODE

You'll fight every animal in the zoo—more Feral Ones are hungering for mercenary flesh.

Despite the greater opposing force, your strategy in Difficult mode is largely unchanged. Creep westward toward the boss while luring nearby foes to your location. Put Tibarn to work and let him chip away at their numbers. Remember that reinforcements will arrive near the boss, so proceed at a slower clip to let them disperse.

STARTING ENEMIES

NAME	CLASS	LV	ITEMS	NAME	CLASS	LV	ITEMS
1 Heddwyn	Sage	18	Rexbolt, Bolting, Elixir	22 Feral One	Bird Tribe/Raven	12	Beak
2 Soldier	Paladin	11	Runesword	23 Feral One	Bird Tribe/Raven	12	Beak
3 Soldier	Paladin	10	Spear	24 Feral One	Bird Tribe/Raven	12	Beak
4 Soldier	Halberdier	9	Short Spear	25 Feral One	Bird Tribe/Raven	12	Beak
5 Soldier	Halberdier	11	Short Spear	26 Feral One	Bird Tribe/Raven	12	Beak
6 Soldier	Sniper	12	Longbow, Steel Bow	27 Feral One	Bird Tribe/Raven	12	Beak
7 Soldier	Bishop	9	Shine, Silence, Mend	28 Feral One	Beast Tribe/Tiger	11	Claw
8 Soldier	Sage	9	Tornado	29 Feral One	Beast Tribe/Cat	9	Claw
9 Soldier	Sage	9	Bolganone	30 Feral One	Beast Tribe/Cat	9	Claw
10 Soldier	Sage	9	Thoron, Mend	31 Feral One	Beast Tribe/Cat	9	Claw
11 Soldier	Bishop	11	Shine, Sleep	32 Feral One	Beast Tribe/Cat	13	Claw
12 Mercenary	Swordmaster	15	Laguzlayer	33 Feral One	Beast Tribe/Cat	13	Claw
13 Soldier	Halberdier	11	Silver Lance	34 Feral One	Beast Tribe/Tiger	12	Claw
14 Feral One	Bird Tribe/Hawk	10	Beak	35 Feral One	Dragon/Red	13	Breath
15 Feral One	Bird Tribe/Hawk	10	Beak	36 Feral One	Dragon/Red	13	Breath
16 Feral One	Bird Tribe/Hawk	9	Beak	37 Feral One	Beast Tribe/Cat	13	Claw
17 Feral One	Bird Tribe/Hawk	12	Beak	38 Feral One	Dragon/Red	16	Breath
18 Feral One	Bird Tribe/Hawk	7	Beak	39 Mercenary	Warrior	12	Steel Bow, Steel Axe
19 Feral One	Bird Tribe/Raven	10	Beak	40 Feral One	Dragon/Red	12	Breath
20 Feral One	Bird Tribe/Raven	11	Beak	41 Feral One	Dragon/Red	12	Breath
21 Feral One	Bird Tribe/Raven	11	Beak	42 Soldier	Sage	9	Meteor, Bolganone

ARMORY

ITEM	PRICE
Elfire	1,800
Elthunder	1,950
Iron Axe	270
Iron Bow	540
Javelin	500
Light	800
Silver Blade	1,800
Silver Bow	2,000
Steel Axe	420
Steel Bow	840
Steel Lance	560
Steel Sword	700
Thunder	600
Wind	520

VENDOR

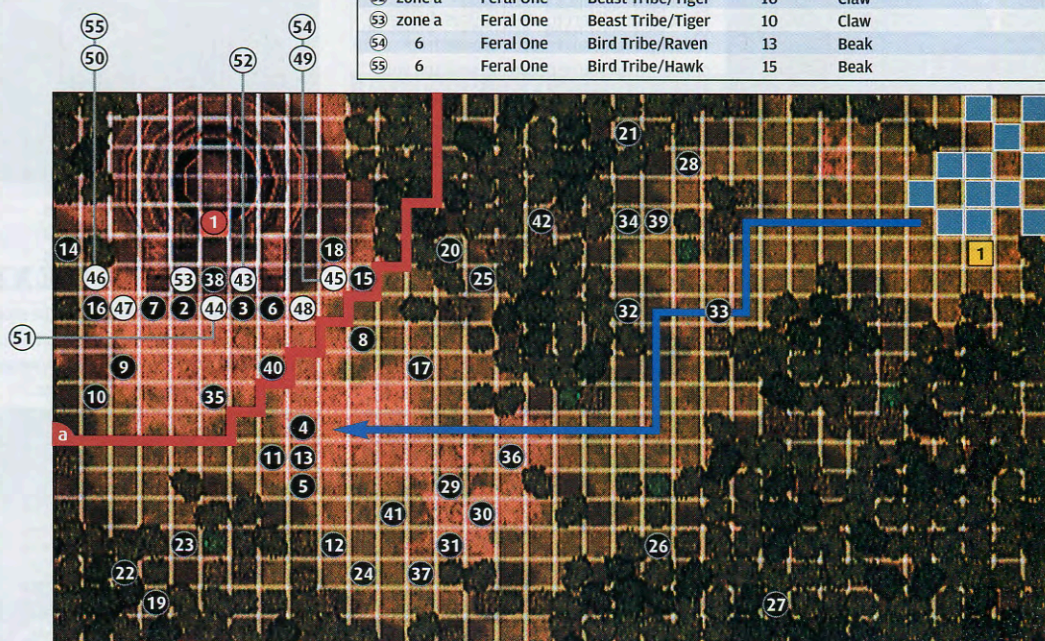
ITEM	PRICE
Heal	600
Mend	1,000
Pure Water	900
Restore	2,000
Vulnerary	300

CREATE A WEAPON

ITEM	KIND
Axe	Iron/Steel/Silver/Hand
Bow	Iron/Steel/Silver
Lance	Iron/Slim/Steel/Silver/Javelin
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel/Silver

ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEMS
43 5	Feral One	Beast Tribe/Cat	13	Claw
44 5	Feral One	Beast Tribe/Cat	10	Claw
45 6	Feral One	Bird Tribe/Raven	13	Beak
46 6	Feral One	Bird Tribe/Hawk	15	Beak
47 8	Feral One	Beast Tribe/Tiger	14	Claw
48 8	Feral One	Beast Tribe/Tiger	11	Claw
49 6	Feral One	Bird Tribe/Raven	13	Beak
50 9	Feral One	Bird Tribe/Hawk	15	Beak
51 zone a	Feral One	Beast Tribe/Tiger	10	Claw
52 zone a	Feral One	Beast Tribe/Tiger	10	Claw
53 zone a	Feral One	Beast Tribe/Tiger	10	Claw
54 6	Feral One	Bird Tribe/Raven	13	Beak
55 6	Feral One	Bird Tribe/Hawk	15	Beak



FINAL CHAPTER

ENDGAME: REPATRIATION

Mad King Ashnard's lust for violence brings the mercenaries to their final battle. They must avenge Elinacia's parents and free the Crimean people once and for all. But retaking the capital is no easy task—many fierce Beorc and Laguz (including Ashnard) guard its courtyard. Your victory will reveal Ashnard's madness and the secrets of the Goldoa dragons.

NEW MEMBERS



TIBARN

On turn 3 you can call in either Tibarn, Naesala or Giffca as a reinforcement. Tibarn's fighting ability and Speed make him a valuable addition to your group.



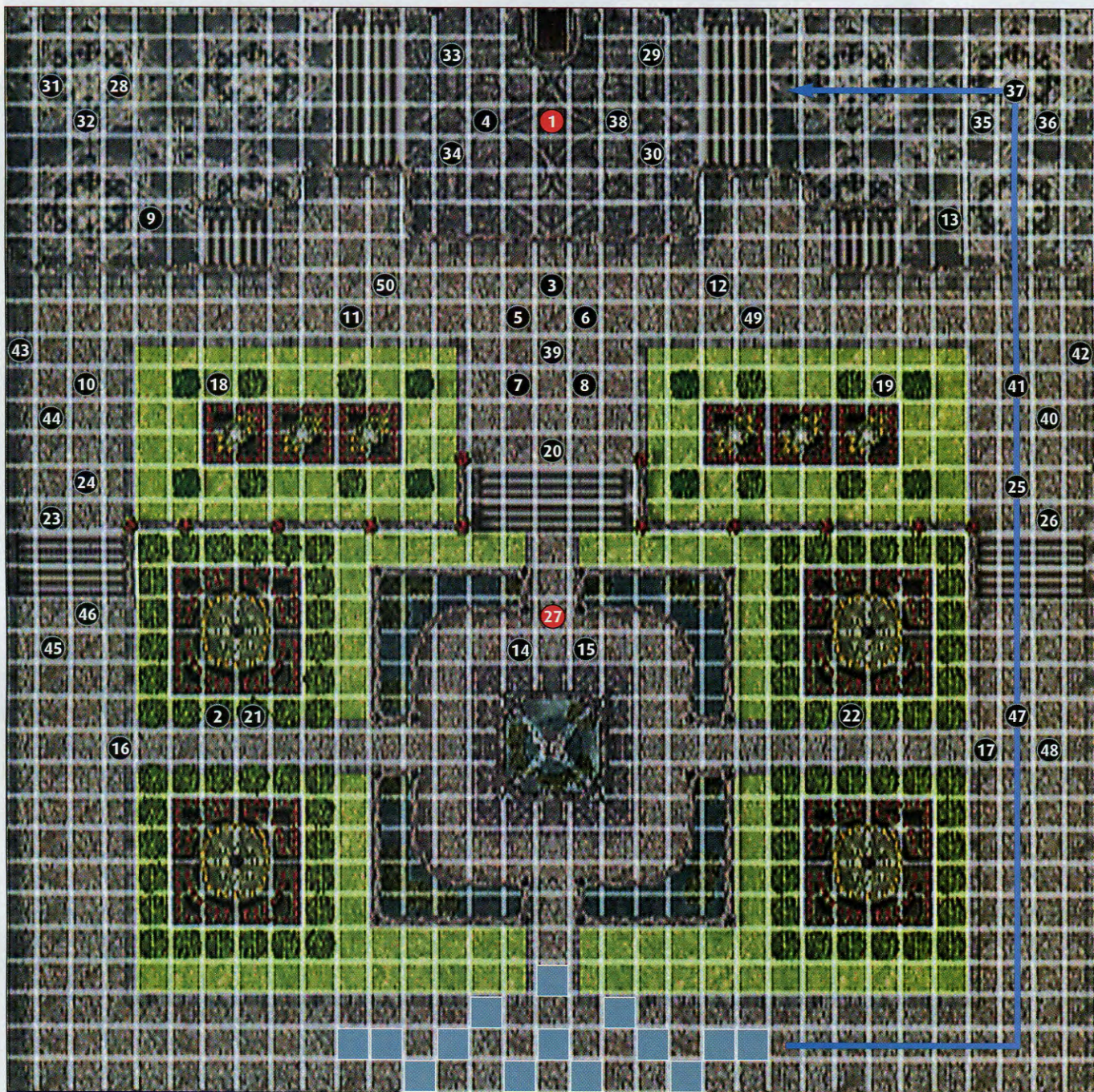
NAESALA

Naesala can be chosen on turn 3 as a reinforcement. His ability to strike first in every battle gives him a great advantage, as does his special attack, Vortex.



GIFFCA

Giffca is your third choice for a reinforcement on turn 3. He is a mighty Laguz of the beast tribe, and his Roar attack immobilizes most enemies on the following turn.



ARMORY

ITEM	PRICE	ITEM	PRICE
Elfire	1,800	Silver Axe	1,250
Elthunder	1,950	Silver Blade	1,800
Elwind	1,650	Silver Bow	2,000
Fire	560	Silver Lance	1,500
Hand Axe	375	Silver Sword	1,875
Iron Axe	270	Steel Axe	420
Iron Blade	980	Steel Blade	700
Iron Bow	540	Steel Bow	840
Iron Lance	360	Steel Lance	560
Iron Sword	460	Steel Sword	700
Javelin	500	Stiletto	1,500
Light	800	Thunder	600
Shine	2,100	Wind	520

VENDOR

ITEM	PRICE
Elixir	3,000
Heal	600
Mend	1,000
Physic	3,750
Pure Water	900
Recover	2,250
Restore	2,000
Vulnerary	300

CREATE A WEAPON

ITEM	KIND
Axe	Iron/Steel/Silver/Hand
Bow	Iron/Steel/Silver
Lance	Iron/Slim/Steel/Silver/Javelin
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel/Silver

STARTING ENEMIES

NAME	CLASS	LV	ITEMS	NAME	CLASS	LV	ITEMS
1 Ashnard	King Daein	20	Gurgurant	26 Feral One	Beast Tribe/Cat	16	Claw
2 Soldier	Bishop	15	Shine, Silence, Physic , Elixir	27 Bryce	General	20	Wishblade, Speedwing
3 Soldier	Bishop	15	Rexaura, Sleep, Fortify, Elixir	28 Soldier	Paladin	14	Steel Sword, Vulnerary
4 Soldier	Paladin	14	Silver Bow	29 Soldier	Paladin	14	Steel Sword, Vulnerary
5 Soldier	Paladin	14	Steel Bow	30 Soldier	Paladin	14	Steel Sword, Vulnerary
6 Soldier	Paladin	14	Brave Bow	31 Soldier	Paladin	14	Steel Sword, Steel Lance, Vulnerary
7 Soldier	Paladin	14	Brave Lance, Vulnerary	32 Soldier	Paladin	14	Killing Edge, Iron Axe, Vulnerary
8 Soldier	Paladin	14	Brave Sword, Vulnerary	33 Soldier	Paladin	14	Steel Axe
9 Mercenary	Swordmaster	15	Silver Blade	34 Soldier	Paladin	14	Steel Axe
10 Mercenary	Swordmaster	15	Silver Blade	35 Soldier	Paladin	14	Steel Axe
11 Soldier	Halberdier	15	Silver Lance	36 Soldier	Paladin	14	Steel Axe
12 Soldier	Halberdier	15	Silver Lance	37 Soldier	Paladin	14	Killer Axe
13 Soldier	Halberdier	15	Silver Lance	38 Soldier	Paladin	14	Steel Bow
14 Soldier	General	15	Silver Lance, Vulnerary	39 Soldier	Paladin	14	Steel Bow
15 Soldier	General	15	Silver Lance	40 Soldier	Paladin	14	Silver Lance, Vulnerary
16 Soldier	Sage	13	Bolganone	41 Soldier	Paladin	14	Silver Sword, Vulnerary
17 Soldier	Sage	13	Tornado	42 Mercenary	Warrior	13	Silver Axe
18 Soldier	Sage	13	Thoron, Meteor, Vulnerary	43 Mercenary	Warrior	13	Silver Axe
19 Mercenary	Swordmaster	13	Venin Edge, Vulnerary	44 Mercenary	Swordmaster	15	Silver Blade
20 Feral One	Dragon/Red	17	Breath	45 Soldier	Paladin	14	Silver Lance, Iron Axe, Vulnerary
21 Feral One	Dragon/Red	17	Breath	46 Soldier	Paladin	14	Silver Sword, Iron Axe, Vulnerary
22 Feral One	Dragon/Red	17	Breath	47 Soldier	Swordmaster	15	Silver Sword
23 Feral One	Beast Tribe/Tiger	17	Claw	48 Soldier	Swordmaster	13	Iron Blade
24 Feral One	Beast Tribe/Tiger	17	Claw	49 Soldier	Halberdier	15	Killer Lance
25 Feral One	Beast Tribe/Cat	16	Claw	50 Soldier	Halberdier	14	Brave Lance

ALLIED REINFORCEMENTS

This is the final battle. Since it's the hardest, you have the ability to call in reinforcements at the end of the first turn. At the start of your second turn, you'll have the option of summoning Tibarn, Naesala or Giffca to your aid. Once you make a selection, that character will arrive on the next turn.



You don't have to call in reinforcements during the second turn. If you don't require immediate assistance, summon a General later on.

GENERAL BRYCE

Ashnard's General is one tough cookie. He's a high-level unit that can strike your party from two grid squares away with his Wishblade lance. Do not break formation and pursue him; lure his minions to your position and thin the herd. Let Bryce approach your troops and then hit him hard with long-range magic, heavy attacks from your powerful units and some thrashing from Ike. It may take you more than one round to defeat him.



Once you've softened up Bryce, send in Ike to seal the deal. He'll gain some valuable EX.



SHOPLIFTING

One of the three Sages is weighed down with some handy items. You'll find Thoron (a high-level Lightning spell), Meteor (long-range Fire magic), and a Vulnerary in the inventory of the one in the northwest. Employ your Thief and take what you need—we suggest stealing Meteor before he has a chance to use it against your party. After you've lightened his load, take him down.



Use your "five-finger discount" and score some sweet swag from the Sage in the northwest before destroying him.

THE FINAL FIGHT

It took a long time to get here, but now the end is nigh. Your final foe—Ashnard, the Daein King—waits patiently for you in the north. He'll stay put and bide his time until you confront him later in the level (preferably after you've wiped out his entire army). Send Ike into battle and take note of how much damage his attacks inflict on your opponent. By now, the mercenary leader should be at level 17 or higher and his blows should knock off more of Ashnard's health than he will be able to heal each turn. By the ninth turn numerous reinforcements will be aiding the king. You can either stall and wait for them to arrive then lure them to their deaths, or contend with them during the boss fight. Just be sure to neutralize the Bishop first. Regardless of how you proceed, it'll take time to defeat the final boss. Heal Ike when necessary, but keep your spellcaster out of Ashnard's range. If you have to enter the danger zone with a weaker character, use one of your mounted troops to rescue him.



Don't bother attacking Ashnard with anyone other than Ike, Ena, Nasir or the reinforcement you called in on turn 1. Instead, let Ike handle him solo while your other units deal with enemy reinforcements and healing duties.



DIFFICULT MODE

Prepare for a punishing experience. You're up against a predictably stronger army in Difficult mode, but several other changes have been implemented to make your life miserable. For starters, you won't have the option to call in reinforcements until you defeat Ashnard for the first time. After he goes down, your wily opponent will harness the power of the medallion and come back swinging. Again, monitor the strength of Ike's attacks versus Ashnard's regeneration. Second, the Daein king won't wait patiently for you to attack him. By the ninth turn, he'll move from his spot and seek you out. Make sure you've wiped out the Daein army before he starts looking for a fight.

VENDOR

ITEM	PRICE
Elixir	3,000
Heal	600
Mend	1,000
Physic	3,750
Pure Water	900
Recover	2,250
Restore	2,000
Vulnerary	300

ARMORY

ITEM	PRICE
Elfire	1,800
Elthunder	1,950
Elwind	1,650
Shine	2,100
Silver Axe	1,250
Silver Bow	2,000
Silver Lance	1,500
Silver Sword	1,875
Steel Axe	420
Steel Bow	840
Steel Lance	560
Steel Sword	700
Stiletto	1,500

STARTING ENEMIES

NAME	CLASS	LV	ITEMS	NAME	CLASS	LV	ITEMS
1 Ashnard	King Daein	20	Gurgurant	21 Feral One	Beast Tribe/Cat	13	Claw
2 Soldier	Bishop	15	Rexaura, Fortify, Elixir	22 Bryce	General	20	Wishblade, Elixir, Speedwing
3 Soldier	Paladin	15	Short Axe	23 Soldier	Paladin	14	Steel Sword, Vulnerary
4 Soldier	Paladin	16	Brave Sword	24 Soldier	Paladin	13	Steel Blade
5 Mercenary	Swordmaster	17	Silver Blade	25 Soldier	Paladin	14	Short Axe, Steel Lance
6 Soldier	Halberdier	15	Short Spear	26 Soldier	Paladin	14	Short Axe
7 Mercenary	Warrior	15	Silver Axe	27 Soldier	Paladin	14	Short Axe
8 Soldier	Sniper	15	Killer Bow	28 Soldier	Paladin	13	Steel Bow
9 Soldier	General	16	Silver Lance	29 Soldier	Paladin	14	Steel Bow
10 Soldier	General	16	Silver Lance	30 Soldier	Paladin	16	Brave Axe
11 Soldier	Sage	13	Bolting, Thoron	31 Soldier	General	15	Knight Killer
12 Feral One	Dragon/Red	17	Breath	32 Soldier	General	15	Laguzslayer
13 Feral One	Dragon/Red	17	Breath	33 Soldier	General	16	Silver Blade
14 Feral One	Beast Tribe/Tiger	16	Claw	34 Soldier	General	14	Spear
15 Feral One	Beast Tribe/Tiger	15	Claw	35 Soldier	Halberdier	13	Short Spear
16 Feral One	Beast Tribe/Tiger	15	Claw	36 Soldier	Halberdier	16	Short Spear
17 Feral One	Dragon/Red	15	Breath	37 Soldier	Wyvern Lord	14	Killer Lance, Short Axe
18 Feral One	Beast Tribe/Cat	15	Claw	38 Soldier	Wyvern Lord	17	Heavy Spear, Short Spear
19 Feral One	Beast Tribe/Cat	15	Claw	39 Mercenary	Swordmaster	15	Runesword
20 Feral One	Beast Tribe/Cat	15	Claw	40 Mercenary	Swordmaster	15	Killing Edge

ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEMS
41 9	Soldier	Paladin	14	Steel Sword
42 9	Soldier	Paladin	16	Brave Lance
43 9	Soldier	Paladin	15	Short Spear
44 9	Soldier	Paladin	16	Steel Sword
45 9	Soldier	Bishop	15	Shine, Physic

CREATE A WEAPON

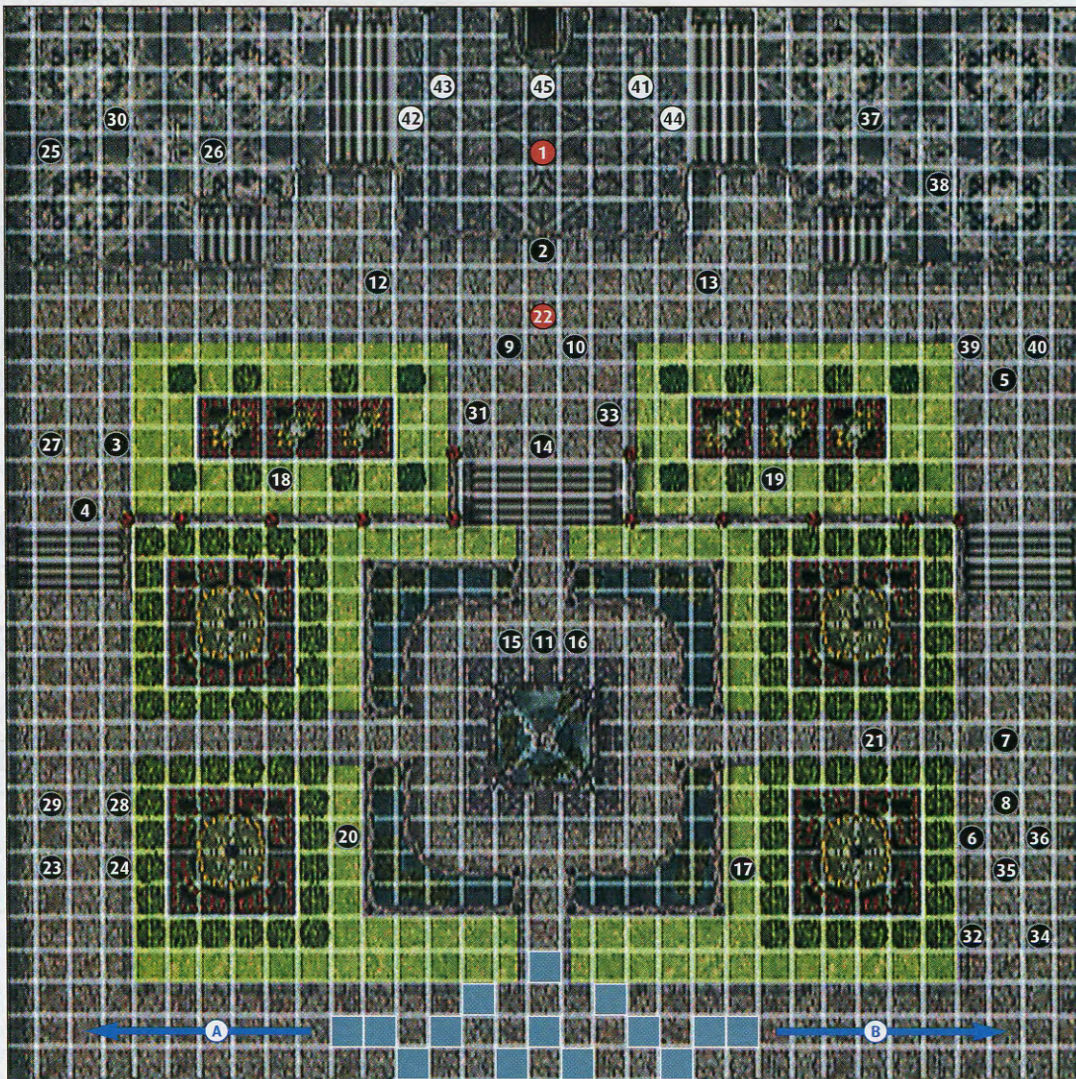
ITEM	KIND
Axe	Iron/Steel/Silver/Hand
Bow	Iron/Steel/Silver
Lance	Iron/Slim/Steel/Silver/Javelin
Magic	Fire/Thunder/Wind/Light
Sword	Iron/Slim/Steel/Silver

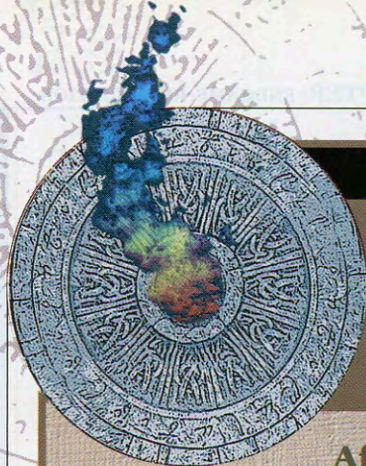


Have your healer cast Physic on Ike, but be sure to keep your Sage outside of the boss's attack range. If you have to move in close, whisk your spell-caster away with an aerial unit.



The boss is incredibly resilient—he heals himself every turn. As long as Ike's attacks inflict more damage than Ashnard regains, you'll win the fight.





BONUS CONTENT

SECRETS OF THE GAME

After you win the game, there's more fun to be had. Check out all the cool unlockables and plunge your sword into the Trial Maps once you're finished celebrating. Fire Emblem: Path of Radiance just keeps on giving.

ILLUSTRATIONS



Now that you've completed the story mode, you can view scores of character illustrations from Path of Radiance, plus Fire Emblem and Fire Emblem: The Sacred Stones. Consult the chart below to find out how to unlock each art pack.

UNLOCKING THE ILLUSTRATIONS

ILLUSTRATIONS	REQUIREMENT
FE: Path of Radiance	Complete the game
Fire Emblem	Connect a GBA with the Fire Emblem game pak inserted
FE: The Sacred Stones	Connect a GBA with The Sacred Stones game pak inserted

SOUND ROOM



Sample the sounds of victory in the Sound Room, where you can listen to the dozens of songs you heard while playing the game. Stunning artwork accompanies each composition, so be sure to check out every tune on the list.

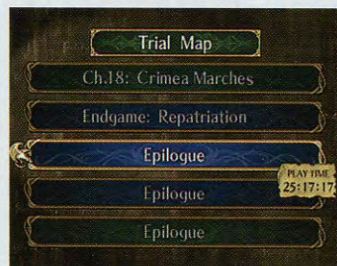
THEATER



Whether you missed a line of critical dialogue or you simply want to screen the animated movies from the game, you can now replay the cinematics in any order you want. Relive Ike's tender beginnings in "Memories" or celebrate your victory while watching "United." All of the great moments are at your fingertips.

TRIAL MAPS

After you've completed the game's story mode, you'll begin to unlock the six available Trial Maps. You'll gain access to these challenges as you satisfy the requirements listed in the Trial Map Unlock Requirements chart below. Connect your Game Boy Advance to your Nintendo GameCube with the appropriate game pak inserted to access Trial Maps 4-6. Each one is a test of skill, and will require you to exercise every tactic you've learned (or developed from scratch) since you first set foot on the battlefield. You'll recognize similarities between the Trial Maps and some of the devilishly hard encounters you experienced in select chapters.



Before you can dig in to the Trial Maps, you must select an Epilogue save file. You'll fight your battles using the characters that you've leveled up since the start of the game, plus you can unlock several more (consult the Unlock Allied Units chart below).

TRIAL MAP UNLOCK REQUIREMENTS

MAP	REQUIREMENT
Map 1	Finish the game on any difficulty setting
Map 2	Finish the game on Normal mode or Difficult mode
Map 3	Finish the game on Difficult mode
Map 4	Connect your GBA to GCN with FE or FE: The Sacred Stones game pak inserted
Map 5	Connect your GBA to GCN with the Fire Emblem game pak inserted
Map 6	Connect your GBA to your GCN with FE: The Sacred Stones game pak inserted

UNLOCK ALLIED UNITS

ALLY	REQUIREMENT
Oliver	Complete story mode 3 times
Shiharam	Complete story mode 5 times
Petrine	Complete story mode 7 times
Bryce	Complete story mode 10 times
Ashnard	Complete story mode 15 times

TRIAL MAP 1

HILLSIDE BATTLE

ALLIES: 8 | ENEMIES: 31

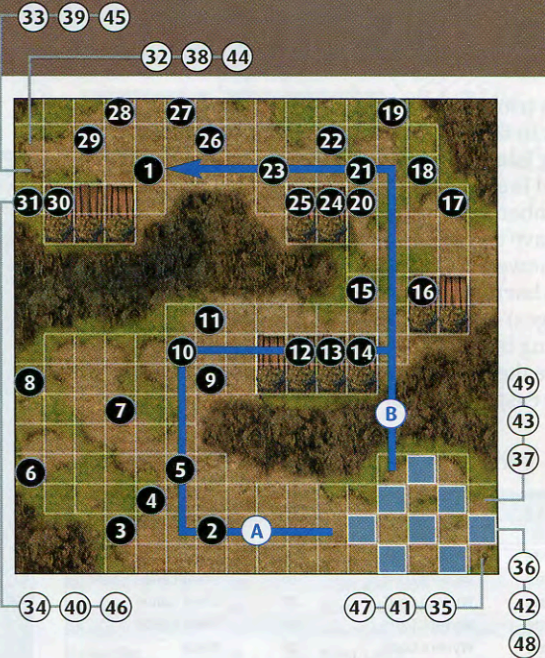
Unknown assailants ambush Ike and the mercenaries while they're traveling a mountain trail. Rather than turn the other cheek, the hero decides to rid the hillside of the threat before innocent blood is shed. Split your party into two groups; the on-foot and mounted units should head up the trail while your airborne squad cuts straight up the right side. Take out the stone-throwers before concentrating on the Archers. You'll complete this trial only after you've dealt with every last scoundrel. Keep an eye out for enemy reinforcements.

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 General	General	16	Brave Lance, Javelin
2 Private	Halberdier	12	Short Spear, Short Spear, Vulnerary
3 Private	General	12	Spear, Javelin
4 Private	General	12	Spear, Javelin
5 Private	General	12	Spear, Javelin
6 Private	Sniper	12	Silver Bow
7 Private	Swordmaster	12	Steel Sword, Vulnerary
8 Private	Sniper	12	Silver Bow
9 Private	Halberdier	12	Killer Lance, Vulnerary
10 Private	Sniper	12	Silver Bow
11 Private	Sage	12	Meteor, Elfire, Vulnerary
12 Private	Halberdier	12	Killer Lance, Short Spear, Vulnerary
13 Private	Halberdier	12	Spear, Short Spear, Vulnerary
14 Private	Halberdier	12	Killer Lance, Vulnerary
15 Private	General	12	Spear, Javelin
16 Private	Warrior	12	Steel Axe, Steel Bow, Vulnerary
17 Private	Sniper	12	Silver Bow
18 Private	Halberdier	12	Steel Lance, Vulnerary
19 Private	Sniper	12	Silver Bow
20 Private	Sniper	12	Silver Bow
21 Private	Halberdier	12	Steel Lance, Short Spear, Vulnerary
22 Private	Swordmaster	12	Steel Sword, Vulnerary
23 Private	Halberdier	12	Killer Lance, Short Spear, Vulnerary
24 Private	Warrior	12	Steel Axe, Steel Bow, Vulnerary
25 Private	Warrior	12	Steel Axe, Steel Bow, Vulnerary
26 Private	General	12	Spear, Javelin
27 Private	Warrior	12	Steel Axe, Steel Bow, Vulnerary
28 Private	Sniper	12	Silver Bow
29 Private	Swordmaster	12	Steel Sword, Vulnerary
30 Private	Sniper	12	Silver Bow
31 Private	Sage	12	Bolting, Thoron, Vulnerary

ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEMS	
32	3	Private	Halberdier	13	Spear, Short Spear, Vulnerary
33	3	Private	Sniper	13	Silver Bow
34	3	Private	Halberdier	13	Spear, Short Spear, Vulnerary
35	5	Private	Sage	13	Blizzard, Tornado, Vulnerary
36	5	Private	Sniper	13	Silver Bow
37	5	Private	General	13	Steel Lance, Spear, Vulnerary
38	6	Private	Halberdier	13	Spear, Short Spear, Vulnerary
39	6	Private	Sniper	13	Silver Bow
40	6	Private	Halberdier	13	Spear, Short Spear, Vulnerary
41	8	Private	Sage	13	Blizzard, Tornado, Vulnerary
42	8	Private	Sniper	13	Silver Bow
43	8	Private	General	13	Steel Lance, Spear, Vulnerary
44	9	Private	Halberdier	13	Spear, Short Spear, Vulnerary
45	9	Private	Sniper	13	Silver Bow
46	9	Private	Halberdier	13	Spear, Short Spear, Vulnerary
47	12	Private	Sage	13	Blizzard, Tornado, Vulnerary
48	12	Private	Sniper	13	Silver Bow
49	12	Private	General	13	Steel Lance, Spear, Vulnerary

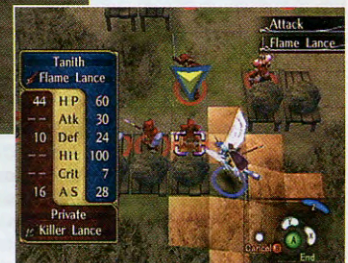


ROCKY'S REVENGE

There's a lot going on here. Before you take a step, check the range of each enemy in the vicinity, and keep an eye out for falling rocks. You'll want to wipe out the boulder-throwing nuisances as quickly as you can, so pick them off using your winged warriors and ranged attacks.



Eliminate the rock-throwers as fast as you can. Reinforcements will arrive on the third turn, so you'll want to wipe out as many opponents as you can beforehand.



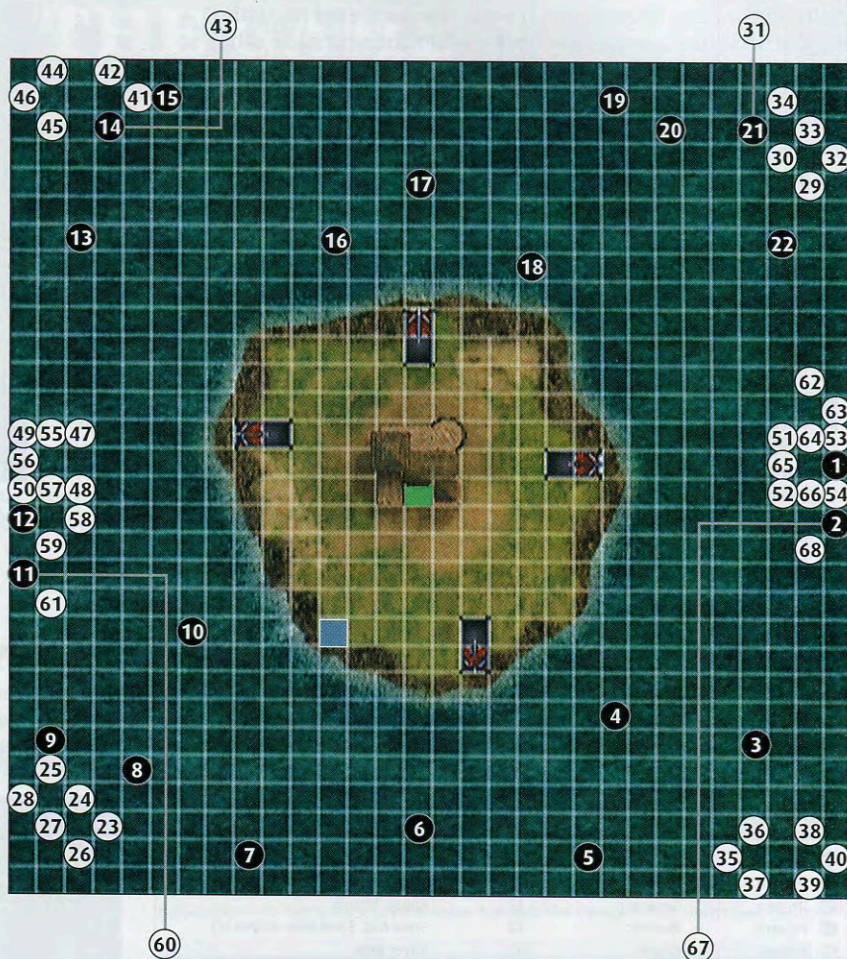
LONELY ISLE

ALLIES: 11 | ENEMIES: 68

Ike has transferred supplies from the Daein storehouses in Crimea and moved them to a small, unassuming island nearby. Unfortunately, Daein has discovered Ike's whereabouts. You're seriously outnumbered here, but the good news is that you don't have to eliminate every single enemy—you must, however, defend the isle for eight turns to win. Form a barrier around your ranged units (Archers and Sages) with your toughest warriors and fight the incoming beasts. They'll hammer mercilessly on your weakest member, so heal when necessary and use the castle walls for a rear defense.

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Private	Wyvern Lord	20	Silver Lance, Spear
2 Private	Wyvern Lord	20	Silver Lance, Spear
3 Private	Wyvern Lord	20	Silver Lance
4 Private	Wyvern Lord	17	Silver Lance
5 Private	Wyvern Lord	17	Spear
6 Private	Wyvern Lord	18	Silver Lance, Spear
7 Private	Wyvern Lord	18	Spear
8 Private	Wyvern Lord	18	Spear
9 Private	Wyvern Lord	18	Silver Lance
10 Private	Wyvern Lord	18	Silver Lance
11 Private	Wyvern Lord	20	Spear
12 Private	Wyvern Lord	20	Spear
13 Private	Bird Tribe/Raven	16	Beak
14 Private	Bird Tribe/Raven	16	Beak
15 Private	Bird Tribe/Raven	16	Beak
16 Private	Bird Tribe/Raven	16	Beak
17 Private	Bird Tribe/Raven	16	Beak
18 Private	Bird Tribe/Raven	16	Beak
19 Private	Bird Tribe/Raven	16	Beak
20 Private	Bird Tribe/Raven	16	Beak
21 Private	Bird Tribe/Raven	16	Beak
22 Private	Bird Tribe/Raven	16	Beak



ENEMY REINFORCEMENTS

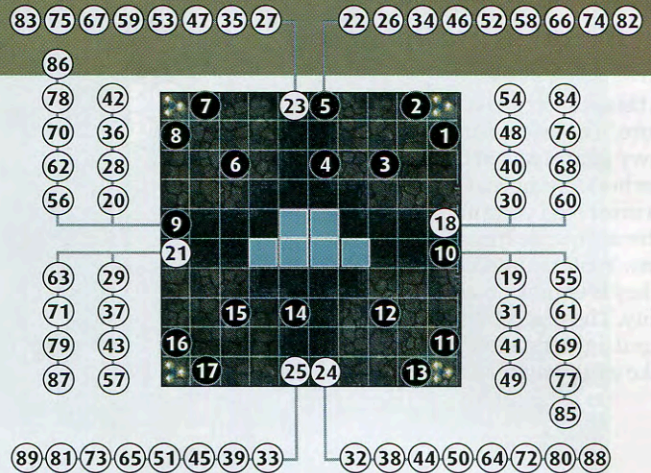
TURN	NAME	CLASS	LV	ITEMS	TURN	NAME	CLASS	LV	ITEMS
23 3	Private	Wyvern Lord	17	Silver Lance	46 5	Private	Bird Tribe/Raven	16	Beak
24 3	Private	Wyvern Lord	17	Silver Lance	47 7	Private	Wyvern Lord	17	Spear
25 3	Private	Wyvern Lord	17	Silver Lance, Spear	48 7	Private	Wyvern Lord	17	Spear
26 3	Private	Wyvern Lord	17	Silver Lance	49 7	Private	Wyvern Lord	17	Silver Lance, Spear
27 3	Private	Wyvern Lord	17	Silver Lance, Spear	50 7	Private	Wyvern Lord	17	Spear
28 3	Private	Wyvern Lord	17	Silver Lance, Spear	51 7	Private	Wyvern Lord	17	Spear
29 3	Private	Bird Tribe/Raven	16	Beak	52 7	Private	Wyvern Lord	17	Spear
30 3	Private	Bird Tribe/Raven	16	Beak	53 7	Private	Wyvern Lord	17	Silver Lance, Spear
31 3	Private	Bird Tribe/Raven	16	Beak	54 7	Private	Wyvern Lord	17	Silver Lance, Spear
32 3	Private	Bird Tribe/Raven	16	Beak	55 8	Private	Bird Tribe/Raven	15	Beak
33 3	Private	Bird Tribe/Raven	16	Beak	56 8	Private	Bird Tribe/Raven	15	Beak
34 3	Private	Bird Tribe/Raven	16	Beak	57 8	Private	Bird Tribe/Raven	15	Beak
35 5	Private	Wyvern Lord	17	Spear	58 8	Private	Bird Tribe/Raven	15	Beak
36 5	Private	Wyvern Lord	17	Spear	59 8	Private	Bird Tribe/Raven	15	Beak
37 5	Private	Wyvern Lord	17	Spear	60 8	Private	Bird Tribe/Raven	15	Beak
38 5	Private	Wyvern Lord	17	Spear	61 8	Private	Bird Tribe/Raven	15	Beak
39 5	Private	Wyvern Lord	17	Spear	62 8	Private	Bird Tribe/Raven	15	Beak
40 5	Private	Wyvern Lord	17	Spear	63 8	Private	Bird Tribe/Raven	15	Beak
41 5	Private	Bird Tribe/Raven	16	Beak	64 8	Private	Bird Tribe/Raven	15	Beak
42 5	Private	Bird Tribe/Raven	16	Beak	65 8	Private	Bird Tribe/Raven	15	Beak
43 5	Private	Bird Tribe/Raven	16	Beak	66 8	Private	Bird Tribe/Raven	15	Beak
44 5	Private	Bird Tribe/Raven	16	Beak	67 8	Private	Bird Tribe/Raven	15	Beak
45 5	Private	Bird Tribe/Raven	16	Beak	68 8	Private	Bird Tribe/Raven	15	Beak

TRIAL MAP 3

STRANGE TURN

Enemies are bombarding your party position from all sides. You have but six warriors at your disposal, so choose your toughest units that have high Attack and Defense stats. Equip each member with as many Elixirs and Vulneraries as he can carry. Though you are assaulted by a small force of 17 initially, enemy reinforcements will stream onto the battlefield steadily from the second turn onward. This confrontation is a test of endurance, and you'll achieve victory only when you rout the opposition. Plan your moves in advance, or you'll risk an agonizing defeat.

ALLIES: 6 | ENEMIES: 17



STARTING ENEMIES

NAME	CLASS	LV	ITEMS	NAME	CLASS	LV	ITEMS
1 General	Warrior	20	Silver Axe, Elixir	10 General	Swordmaster	20	Longsword, Elixir
2 General	Bishop	20	Nosferatu, Fortify, Physic, Elixir	11 General	Warrior	20	Killer Axe, Elixir
3 General	Warrior	20	Brave Axe, Elixir	12 General	Warrior	20	Silver Axe, Elixir
4 General	Swordmaster	20	Venin Edge, Elixir	13 General	Bishop	20	Nosferatu, Fortify, Physic, Elixir
5 General	Sniper	20	Brave Bow, Elixir	14 General	Halberdier	20	Killer Lance
6 General	Swordmaster	20	Silver Sword	15 General	Swordmaster	20	Killing Edge, Elixir
7 General	Bishop	20	Nosferatu, Fortify, Physic, Elixir	16 General	Swordmaster	20	Killing Edge, Elixir
8 General	Swordmaster	20	Brave Sword, Elixir	17 General	Bishop	20	Nosferatu, Fortify, Physic, Elixir
9 General	Halberdier	20	Spear, Elixir				

ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEMS	TURN	NAME	CLASS	LV	ITEMS
18 2	Commander	Halberdier	20	Knight Killer	54 9	Commander	Halberdier	20	Killer Lance
19 2	Commander	Halberdier	20	Laguz Lance, Elixir	55 9	Commander	Halberdier	20	Killer Lance, Vulnerary
20 2	Commander	Swordmaster	20	Armorslayer	56 9	Commander	Swordmaster	20	Killing Edge
21 2	Commander	Swordmaster	20	Laguzlayer, Elixir	57 9	Commander	Swordmaster	20	Killing Edge, Elixir
22 3	Commander	Sniper	20	Silver Bow, Elixir	58 10	Commander	Sniper	20	Silver Bow, Elixir
23 3	Commander	Sniper	20	Laguz Bow	59 10	Commander	Sniper	20	Laguz Bow
24 3	Commander	Warrior	20	Poleax, Elixir	60 10	Commander	Halberdier	20	Knight Killer
25 3	Commander	Warrior	20	Hammer	61 10	Commander	Halberdier	20	Laguz Lance, Elixir
26 4	Commander	Sniper	20	Silver Bow, Elixir	62 10	Commander	Swordmaster	20	Armorslayer
27 4	Commander	Sniper	20	Laguz Bow	63 10	Commander	Swordmaster	20	Laguzlayer, Elixir
28 4	Commander	Swordmaster	20	Armorslayer	64 10	Commander	Warrior	20	Poleax, Elixir
29 4	Commander	Swordmaster	20	Laguzlayer, Elixir	65 10	Commander	Warrior	20	Hammer
30 5	Commander	Halberdier	20	Knight Killer	66 11	Commander	Paladin	20	Silver Sword
31 5	Commander	Halberdier	20	Laguz Lance, Elixir	67 11	Commander	Paladin	20	Silver Lance
32 5	Commander	Warrior	20	Poleax, Elixir	68 11	Commander	Paladin	20	Silver Axe
33 5	Commander	Warrior	20	Hammer	69 11	Commander	Paladin	20	Silver Bow
34 6	Commander	Sniper	20	Killer Bow, Elixir	70 11	Commander	Sage	20	Bolting, Thoron, Vulnerary
35 6	Commander	Sniper	20	Killer Bow	71 11	Commander	Sage	20	Tornado, Blizzard, Vulnerary
36 6	Commander	Swordmaster	20	Killing Edge	72 11	Commander	General	20	Spear, Elixir
37 6	Commander	Swordmaster	20	Killing Edge, Elixir	73 11	Commander	General	20	Silver Lance, Elixir
38 6	Commander	Warrior	20	Killer Axe, Elixir	74 12	Commander	Sniper	20	Killer Bow, Elixir
39 6	Commander	Warrior	20	Killer Axe	75 12	Commander	Sniper	20	Killer Bow
40 7	Commander	Halberdier	20	Killer Lance	76 12	Commander	Halberdier	20	Killer Lance
41 7	Commander	Halberdier	20	Killer Lance, Elixir	77 12	Commander	Halberdier	20	Killer Lance, Elixir
42 7	Commander	Swordmaster	20	Killing Edge	78 12	Commander	Swordmaster	20	Killing Edge
43 7	Commander	Swordmaster	20	Killing Edge, Elixir	79 12	Commander	Swordmaster	20	Killing Edge, Elixir
44 7	Commander	Warrior	20	Killer Axe, Elixir	80 12	Commander	Warrior	20	Killer Axe, Elixir
45 7	Commander	Warrior	20	Killer Axe	81 12	Commander	Warrior	20	Killer Axe
46 8	Commander	Sniper	20	Killer Bow, Elixir	82 13	Commander	Paladin	20	Brave Bow
47 8	Commander	Sniper	20	Killer Bow	83 13	Commander	Paladin	20	Brave Lance
48 8	Commander	Halberdier	20	Killer Lance	84 13	Commander	Paladin	20	Brave Sword
49 8	Commander	Halberdier	20	Killer Lance, Vulnerary	85 13	Commander	Paladin	20	Brave Axe
50 8	Commander	Warrior	20	Killer Axe, Elixir	86 13	Commander	Sage	20	Bolaganone, Meteor, Elixir
51 8	Commander	Warrior	20	Killer Axe	87 13	Commander	Sage	20	Tornado, Blizzard, Vulnerary
52 9	Commander	Sniper	20	Killer Bow, Elixir	88 13	Commander	General	20	Spear, Elixir
53 9	Commander	Sniper	20	Killer Bow	89 13	Commander	General	20	Brave Lance, Elixir

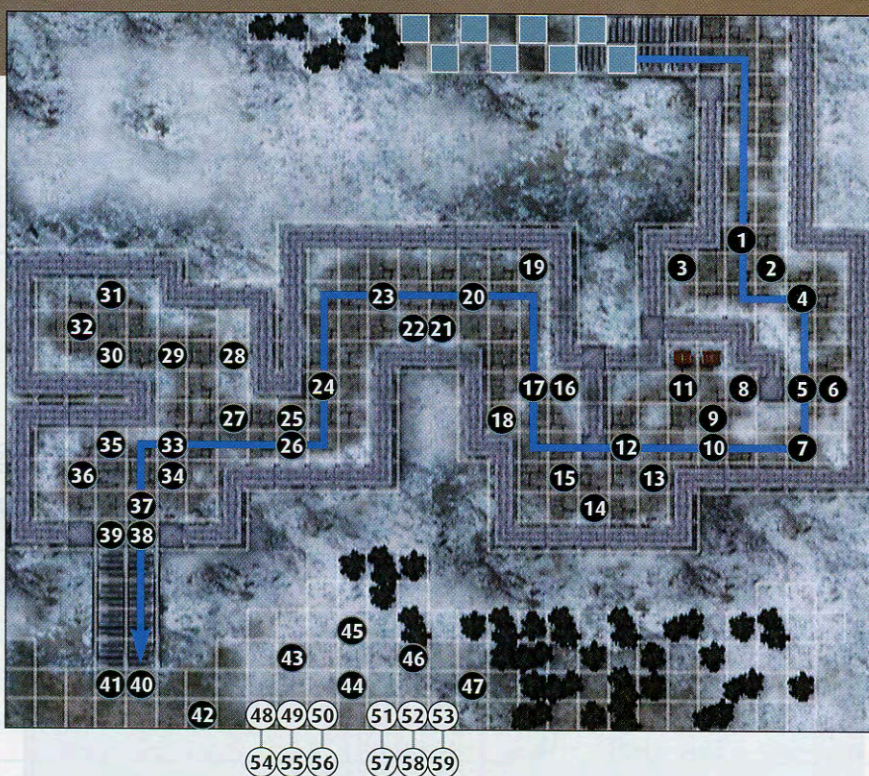
DESPERATION

No, this isn't a case of *déjà vu*—you've been here before. The last time you stepped onto these snowy plains was in Chapter 18 (Crimea Marches), but now everything is upside down. You must lead your party from the north and arrive at your destination in the south within 15 turns. You're inundated by a legion of Sages, so the key is to make haste using Reyson's Chant ability. The biggest headaches you face are the ranged fighters, so wipe them out quickly as you snake your way through the snow drifts.

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Private	Warrior	15	Silver Axe, Silver Bow
2 Private	Warrior	15	Silver Axe, Silver Bow
3 Private	Sniper	15	Silver Bow
4 Private	Sniper	15	Silver Bow
5 Private	General	15	Silver Lance, Spear
6 Private	General	15	Silver Lance, Spear
7 Private	Sage	15	Bolting, Elthunder
8 Private	Sage	15	Meteor, Elfire
9 Private	Warrior	15	Silver Axe, Silver Bow
10 Private	Beast Tribe/Cat	15	Claw (Cat)
11 Private	Swordmaster	15	Silver Sword
12 Private	Sniper	15	Silver Bow
13 Private	Sniper	15	Silver Bow
14 Private	Swordmaster	15	Silver Sword
15 Private	Sniper	15	Silver Bow
16 Private	Sage	15	Meteor, Elfire
17 Private	Sniper	15	Silver Bow
18 Private	Beast Tribe/Cat	15	Claw (Cat)
19 Private	Swordmaster	15	Silver Sword
20 Private	Warrior	15	Silver Axe, Tomahawk
21 Private	Halberdier	15	Spear
22 Private	Halberdier	15	Spear
23 Private	Warrior	15	Silver Axe, Silver Bow
24 Private	Swordmaster	15	Silver Sword
25 Private	General	15	Silver Lance, Spear
26 Private	General	15	Silver Lance, Spear
27 Private	Sage	15	Bolting, Elthunder
28 Private	Sage	15	Blizzard, Elwind
29 Private	Swordmaster	15	Silver Sword
30 Private	Beast Tribe/Tiger	15	Claw (Tiger)
31 Private	Beast Tribe/Tiger	15	Claw (Tiger)
32 Private	Sage	15	Bolting, Elthunder
33 Private	Warrior	15	Silver Axe, Silver Bow
34 Private	Halberdier	15	Spear
35 Private	Warrior	15	Silver Axe, Tomahawk
36 Private	Sage	15	Meteor, Elfire
37 Private	Warrior	15	Silver Axe, Tomahawk
38 Private	General	15	Silver Lance, Spear
39 Private	General	15	Silver Lance, Spear
40 Private	Sage	15	Blizzard, Elwind
41 Private	Swordmaster	15	Silver Sword
42 Private	Warrior	15	Silver Axe, Silver Bow
43 Private	Sage	15	Bolting, Elthunder
44 Private	Sniper	15	Silver Bow
45 Private	Sage	15	Blizzard, Elwind
46 Private	Sage	15	Elfire, Meteor
47 Private	Warrior	15	Silver Axe, Silver Bow

ALLIES: 8 | ENEMIES: 47



ELIMINATE THE SAGES

Desperation packs more magic acts than a Vegas casino. Each one of these royal pains will try to cast your party out of existence. Scan the vicinity and identify each foe in your path, then eliminate the nearest (or deadliest) spellcasters.



Check each Sage's attack range before you take a step. Some possess spells that can strike your party from a great distance, so make it a priority to whack such enemies before they can damage your comrades.

ENEMY REINFORCEMENTS

	TURN	NAME	CLASS	LV	ITEMS
48	3	Private	Paladin	15	Silver Bow
49	3	Private	Paladin	15	Silver Axe, Tomahawk, Vulnerary
50	3	Private	Paladin	15	Silver Sword
51	6	Private	Paladin	15	Silver Lance
52	6	Private	Paladin	15	Silver Bow, Vulnerary
53	6	Private	Paladin	15	Silver Sword
54	9	Private	Paladin	15	Silver Bow
55	9	Private	Paladin	15	Silver Axe, Tomahawk, Vulnerary
56	9	Private	Paladin	15	Silver Sword
57	12	Private	Paladin	15	Silver Lance
58	12	Private	Paladin	15	Silver Bow, Vulnerary
59	12	Private	Paladin	15	Silver Sword

TRIAL MAP 5

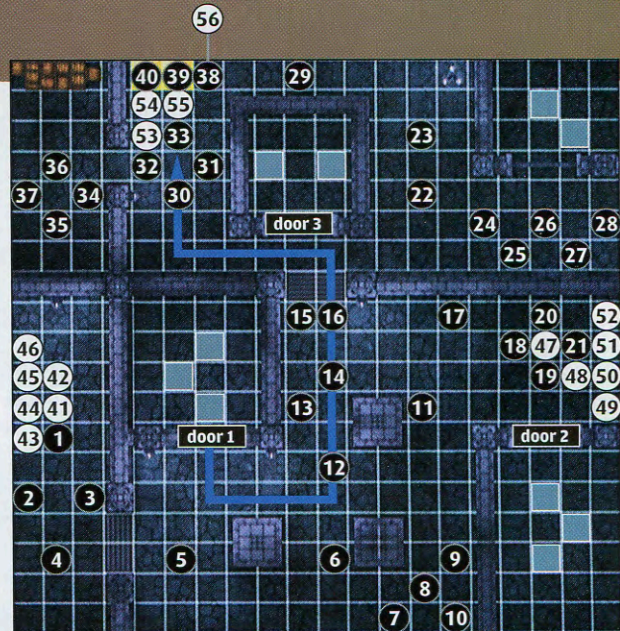
ESCAPE

It's time for an old-fashioned jailbreak. Escape is a rehash of the Chapter-10 adventure (Prisoner Release). Ike and his mercenaries are being held captive in the bowels of a dank prison and it's your job to get them out safely. Enemy reinforcements will flock to the scene each time you bust open a jail cell, so be prepared to deal with incoming nuisances as you make your way to the exit in the north. You'll encounter a variety of opponents, from close-quarters swordsmen to bowmen and Sages. Keep your eye on the Bishop who's armed with Sleep (he's marked 23 on the Starting Enemies chart and the map). If left unchecked, he'll knock you out and pummel your sleeping body.

STARTING ENEMIES

NAME	CLASS	LV	ITEMS
1 Soldier	Halberdier	15	Spear
2 Soldier	Sniper	15	Silver Bow, Vulnerary
3 Soldier	Sniper	15	Silver Bow, Vulnerary
4 Soldier	Halberdier	15	Silver Lance, Spear
5 Soldier	Halberdier	15	Spear
6 Soldier	Sage	15	Elwind, Blizzard
7 Soldier	Halberdier	15	Silver Lance, Spear
8 Soldier	Halberdier	15	Silver Lance
9 Soldier	Halberdier	15	Silver Lance
10 Soldier	Halberdier	15	Silver Lance
11 Soldier	Swordmaster	15	Silver Sword, Vulnerary
12 Soldier	Swordmaster	15	Silver Sword, Vulnerary
13 Soldier	Halberdier	15	Silver Lance, Spear
14 Soldier	Halberdier	15	Spear
15 Soldier	General	15	Silver Lance, Short Spear
16 Soldier	General	15	Silver Lance, Short Spear
17 Soldier	Sage	15	Bolting, Elthunder
18 Soldier	Halberdier	15	Spear
19 Soldier	Halberdier	15	Spear
20 Soldier	Halberdier	15	Spear
21 Soldier	Halberdier	15	Spear
22 Soldier	Halberdier	15	Silver Lance, Spear, Vulnerary
23 Soldier	Bishop	15	Purge, Nosferatu, Sleep
24 Soldier	Sage	15	Elfire
25 Soldier	Halberdier	15	Silver Lance, Spear, Vulnerary
26 Soldier	Halberdier	15	Silver Lance, Spear, Vulnerary
27 Soldier	Halberdier	15	Silver Lance, Spear, Vulnerary
28 Soldier	Sniper	15	Silver Bow, Vulnerary
29 Soldier	Swordmaster	15	Silver Sword, Vulnerary
30 Soldier	Halberdier	15	Spear
31 Soldier	Halberdier	15	Silver Lance
32 Soldier	Halberdier	15	Silver Lance, Spear
33 Soldier	Bishop	15	Purge, Sleep
34 Soldier	Sniper	15	Silver Bow, Vulnerary
35 Soldier	Sage	15	Elfire, Meteor
36 Soldier	Halberdier	15	Spear
37 Soldier	Sniper	15	Silver Bow, Vulnerary
38 Soldier	Halberdier	15	Silver Lance, Spear
39 Soldier	General	15	Silver Lance, Spear
40 Soldier	General	15	Silver Lance, Spear

ALLIES: 10 | ENEMIES: 40



BISHOP-HUNTING

You'll run into numerous magicians as you flee the dungeon; take special care with the Bishop in the northeast. He wields the Sleep attack, which knocks you out, leaving you open to attack. Destroy him before he has a chance to cast his spell.



Check the Bishop's attack range before stepping onto his turf. Don't open the third door until you've eliminated much of the opposition in your immediate area. Send forth a powerful unit to dispatch the Bishop before you tackle the other foes in the northeast.

ENEMY REINFORCEMENTS

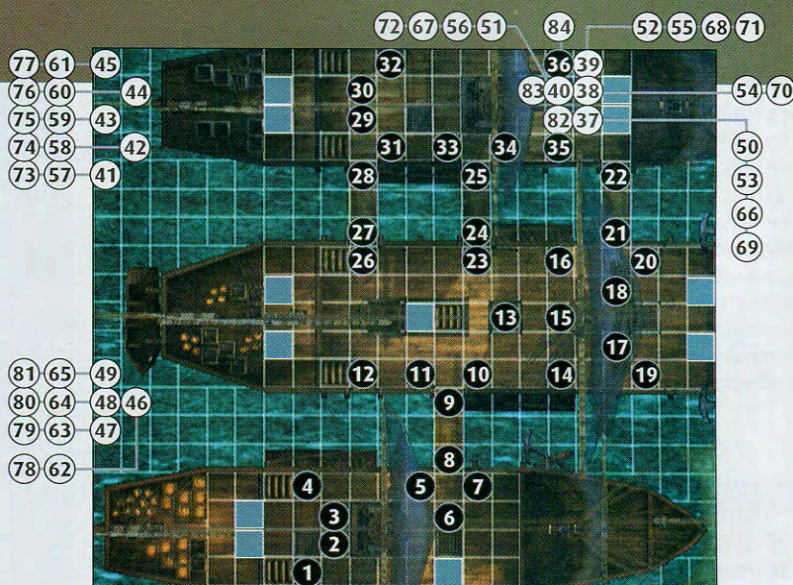
TURN	NAME	CLASS	LV	ITEMS
41	door 1	Soldier	15	Silver Bow
42	door 1	Soldier	15	Tomahawk
43	door 1	Soldier	15	Elfire, Meteor
44	door 1	Soldier	15	Silver Sword
45	door 1	Soldier	15	Silver Lance, Spear
46	door 1	Soldier	15	Spear
47	door 2	Soldier	15	Silver Bow
48	door 2	Soldier	15	Elwind, Blizzard
49	door 2	Soldier	15	Tomahawk
50	door 2	Soldier	15	Silver Lance
51	door 2	Soldier	15	Silver Sword
52	door 2	Soldier	15	Tomahawk
53	door 3	Soldier	15	Purge, Nosferatu, Sleep
54	door 3	Soldier	15	Elwind, Blizzard
55	door 3	Soldier	15	Elthunder, Bolting
56	door 3	Soldier	15	Elfire, Meteor

TRIAL MAP 6

T RAPPED

The final Trial Map revisits the chapter 13 (A Guiding Wind) locale. The goal here sounds simple: defend Ike's position for 10 turns. But your party members are scattered around the map, and scores of opponents block their paths. Move your units toward Ike's position and eliminate enemies as you encounter them. Similar to the previous Trial Map, you'll have to watch out for a roving Bishop who's itching to put your units to sleep. Remove foes systematically, and secure the location by creating a defensive troop wall around it. Once you've held your ground for 10 turns, victory is assured. Congratulations!

ALLIES: 13 | ENEMIES: 36



STARTING ENEMIES

NAME	CLASS	LV	ITEMS	NAME	CLASS	LV	ITEMS
1 Private	Sniper	15	Silver Bow	19 Soldier	Warrior	15	Silver Axe
2 Private	Swordmaster	15	Silver Sword	20 Soldier	Sniper	15	Silver Bow
3 Private	Bishop	15	Nosferatu, Silence	21 Soldier	General	15	Spear
4 Private	Halberdier	15	Silver Lance	22 Soldier	General	15	Spear
5 Private	Bishop	15	Nosferatu, Sleep	23 Soldier	Halberdier	15	Silver Lance
6 Private	Warrior	15	Silver Axe	24 Soldier	General	15	Spear
7 Private	Halberdier	15	Silver Lance	25 Soldier	General	15	Spear
8 Private	General	15	Spear	26 Soldier	Sniper	15	Silver Bow
9 Private	General	15	Spear	27 Soldier	General	15	Spear
10 Private	Halberdier	15	Silver Lance	28 Soldier	General	15	Spear
11 General	Halberdier	15	Spear	29 Soldier	Sage	15	Elthunder, Bolting
12 Private	Sniper	15	Silver Bow	30 Soldier	Bishop	15	Purge, Nosferatu, Sleep
13 Private	Swordmaster	15	Silver Sword	31 Soldier	Swordmaster	15	Silver Sword
14 Private	Swordmaster	15	Silver Sword	32 Soldier	Swordmaster	15	Silver Sword
15 Private	Bishop	15	Nosferatu, Sleep	33 Soldier	Sniper	15	Silver Bow
16 Private	Sniper	15	Silver Bow	34 Soldier	Halberdier	15	Silver Lance
17 Private	Sage	15	Elthunder, Bolting	35 Soldier	Bishop	15	Purge, Nosferatu, Sleep
18 Private	Sage	15	Elthunder, Bolting	36 Soldier	Halberdier	15	Silver Lance

ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	ITEMS	TURN	NAME	CLASS	LV	ITEMS		
37	3	Soldier	Swordmaster	15	Silver Sword	61	7	Soldier	Wyvern Lord	15	Killer Axe
38	3	Soldier	Swordmaster	15	Silver Sword	62	8	Soldier	Wyvern Lord	15	Silver Lance
39	3	Soldier	Swordmaster	15	Silver Sword	63	8	Soldier	Wyvern Lord	15	Spear
40	3	Soldier	Swordmaster	15	Silver Sword	64	8	Soldier	Wyvern Lord	15	Brave Lance
41	4	Soldier	Wyvern Lord	15	Tomahawk	65	8	Soldier	Wyvern Lord	15	Spear
42	4	Soldier	Wyvern Lord	15	Killer Lance	66	8	Soldier	Sage	15	Elthunder, Bolting
43	4	Soldier	Wyvern Lord	15	Spear	67	8	Soldier	Sage	15	Meteor, Elfire
44	4	Soldier	Wyvern Lord	15	Knight Killer	68	8	Soldier	Sage	15	Elwind, Blizzard
45	4	Soldier	Wyvern Lord	15	Killer Axe	69	9	Soldier	Swordmaster	15	Silver Sword
46	5	Soldier	Wyvern Lord	15	Silver Lance	70	9	Soldier	Swordmaster	15	Silver Sword
47	5	Soldier	Wyvern Lord	15	Spear	71	9	Soldier	Swordmaster	15	Silver Sword
48	5	Soldier	Wyvern Lord	15	Brave Lance	72	9	Soldier	Swordmaster	15	Silver Sword
49	5	Soldier	Wyvern Lord	15	Spear	73	9	Soldier	Wyvern Lord	15	Tomahawk
50	6	Soldier	Sage	15	Elthunder, Bolting	74	9	Soldier	Wyvern Lord	15	Killer Lance
51	6	Soldier	Sage	15	Meteor, Elfire	75	9	Soldier	Wyvern Lord	15	Spear
52	6	Soldier	Sage	15	Elwind, Blizzard	76	9	Soldier	Wyvern Lord	15	Knight Killer
53	7	Soldier	Swordmaster	15	Silver Sword	77	9	Soldier	Wyvern Lord	15	Killer Axe
54	7	Soldier	Swordmaster	15	Silver Sword	78	9	Soldier	Wyvern Lord	15	Silver Lance
55	7	Soldier	Swordmaster	15	Silver Sword	79	9	Soldier	Wyvern Lord	15	Spear
56	7	Soldier	Swordmaster	15	Silver Sword	80	9	Soldier	Wyvern Lord	15	Brave Lance
57	7	Soldier	Wyvern Lord	15	Tomahawk	81	9	Soldier	Wyvern Lord	15	Spear
58	7	Soldier	Wyvern Lord	15	Killer Lance	82	9	Soldier	Sage	15	Elthunder, Bolting
59	7	Soldier	Wyvern Lord	15	Spear	83	9	Soldier	Sage	15	Meteor, Elfire
60	7	Soldier	Wyvern Lord	15	Knight Killer	84	9	Soldier	Sage	15	Elwind, Blizzard



Appendices



CHARACTERS, CLASSES AND ITEMS



APPENDICES

UNITS AND CLASSES

The following pages detail the stats of every unit you command and encounter during your battles. Develop an understanding of each character class before and after it changes.

	RANGER	Weapon: Swords Movement: 6
Ike, the hero of the story, is the only Ranger you'll find. His class makes him a well-rounded fighter with balanced stats.		
MAXIMUM STATS		
M HP: 40 STR: 20 MAGIC: 15 SKILL: 20 SPD: 20 LUCK: 40 DEF: 20 RES: 20		
CLASS-CHANGE BONUS		
M HP: 4 STR: 3 MAGIC: 2 SKILL: 2 SPD: 2 LUCK: 0 DEF: 3 RES: 2		
	LORD	Weapon: Swords Movement: 7
The class change for Ranger is Lord. Again, this class is reserved exclusively for Ike. Maximum stats are increased across the board. This class can utilize the Aether skill, which allows Ike to attack twice.		
MAXIMUM STATS		
M HP: 60 STR: 26 MAGIC: 20 SKILL: 27 SPD: 28 LUCK: 40 DEF: 24 RES: 22		

BASIC CLASS

Information that is displayed in blue boxes applies to basic-class characters. Most characters can change class after reaching level 21.



CLASS-CHANGE BONUS



When your character changes class, he will receive a class-change bonus that boosts his stats. The new master-class unit resets to level 1. However, a level-1 master-class character is more powerful than its level-21 basic-class counterpart.

MASTER CLASS


After a unit graduates to its master class, it continues to gain EX and can learn to use new weapons and spells.



	MYRMIDON	Weapon: Swords Movement: 6
Myrmidons are deft sword handlers and competent warriors, though they start out with low Strength and Defense numbers.		
MAXIMUM STATS		
M HP: 40 STR: 20 MAGIC: 15 SKILL: 20 SPD: 20 LUCK: 40 DEF: 20 RES: 20		
F HP: 40 STR: 20 MAGIC: 15 SKILL: 20 SPD: 20 LUCK: 40 DEF: 20 RES: 20		
CLASS-CHANGE BONUS		
M HP: 4 STR: 1 MAGIC: 2 SKILL: 2 SPD: 2 LUCK: 0 DEF: 2 RES: 2		
F HP: 4 STR: 1 MAGIC: 2 SKILL: 2 SPD: 2 LUCK: 0 DEF: 2 RES: 2		
	SWORDMASTER	Weapon: Swords Movement: 7
As the name suggests, the Swordmaster is fearsome in close-combat situations. Once it gains the Shooting Star skill, it can attack five times consecutively, though each attack is weaker than the preceding one.		
MAXIMUM STATS		
M HP: 60 STR: 24 MAGIC: 20 SKILL: 29 SPD: 30 LUCK: 40 DEF: 24 RES: 22		
F HP: 60 STR: 22 MAGIC: 20 SKILL: 29 SPD: 30 LUCK: 40 DEF: 22 RES: 25		


	SOLDIER	Weapon: Lances Movement: 6
The Soldier unit is part Knight and part Fighter. It is a ground-based troop that is comfortable wielding a lance.		
MAXIMUM STATS		
F HP: 40 STR: 20 MAGIC: 15 SKILL: 20 SPD: 20 LUCK: 40 DEF: 20 RES: 20		
CLASS-CHANGE BONUS		
F HP: 4 STR: 2 MAGIC: 1 SKILL: 2 SPD: 2 LUCK: 0 DEF: 2 RES: 2		
	HALBERDIER	Weapon: Lances Movement: 7
A step up from Soldier is Halberdier. In addition to possessing greater stats, this unit can acquire the Moonlight skill, which halves enemy Defense.		
MAXIMUM STATS		
M HP: 60 STR: 25 MAGIC: 20 SKILL: 28 SPD: 26 LUCK: 40 DEF: 28 RES: 25		
F HP: 60 STR: 25 MAGIC: 20 SKILL: 28 SPD: 26 LUCK: 40 DEF: 28 RES: 25		


	FIGHTER	Weapon: Axes Movement: 6
Fighters have a strong attack and ample HP, but they're weak against magic. Despite their Achilles' heel against spellcasters, Fighters are good to have in battle.		
MAXIMUM STATS		
M HP: 40 STR: 20 MAGIC: 15 SKILL: 20 SPD: 20 LUCK: 40 DEF: 20 RES: 20		
CLASS-CHANGE BONUS		
M HP: 6 STR: 2 MAGIC: 1 SKILL: 2 SPD: 1 LUCK: 0 DEF: 2 RES: 2		
	WARRIOR	Weapons: Axes, Bows Movement: 7
Like its lower-class cousin, the Warrior can carry axes, but the Warrior can also launch ranged attacks with bows. The Colossus skill increases damage dealt to an enemy.		
MAXIMUM STATS		
M HP: 60 STR: 30 MAGIC: 20 SKILL: 28 SPD: 27 LUCK: 40 DEF: 25 RES: 20		


	KNIGHT	Weapon: Lances Movement: 5
Knights are like lumbering tanks. They are slow-moving, but effective from the get-go.		
MAXIMUM STATS		
M HP: 40 STR: 20 MAGIC: 15 SKILL: 20 SPD: 20 LUCK: 40 DEF: 20 RES: 20		
CLASS-CHANGE BONUS		
M HP: 3 STR: 3 MAGIC: 2 SKILL: 2 SPD: 2 LUCK: 0 DEF: 1 RES: 3		
	GENERAL	Weapons: Lances, Swords Movement: 6
Knights can change into Generals, who offer high Defense and can swing swords. This unit can acquire the Luna skill.		
MAXIMUM STATS		
M HP: 60 STR: 29 MAGIC: 20 SKILL: 27 SPD: 24 LUCK: 40 DEF: 30 RES: 25		



	BERSERKER	Weapon: Axes Movement: 7
Berserkers are vicious axe-handling predators that possess great strength.		
MAXIMUM STATS		
M HP: 60 STR: 30 MAGIC: 20 SKILL: 24 SPD: 28 LUCK: 40 DEF: 26 RES: 20		
NO CLASS CHANGE		



	AXE KNIGHT	Weapon: Axes Movement: 8
Similar to the other knights, the Axe Knight is effective only with its namesake weapon type.		
MAXIMUM STATS		
M HP: 40 STR: 20 MAGIC: 15 SKILL: 20 SPD: 20 LUCK: 40 DEF: 20 RES: 20		
CLASS-CHANGE BONUS		
M HP: 3 STR: 2 MAGIC: 2 SKILL: 2 SPD: 2 LUCK: 0 DEF: 2 RES: 3		
	PALADIN	Weapons: Axes, plus an additional type of your choosing Movement: 9
Paladins are powerful units. Axe Knights, Bow Knights, Lance Knights, and Sword Knights all can change into Paladins, who can handle an additional weapon in combat. The Sol skill increases your unit's HP by half the damage amount dealt to a foe.		
MAXIMUM STATS		
M HP: 60 STR: 26 MAGIC: 20 SKILL: 26 SPD: 27 LUCK: 40 DEF: 27 RES: 25 F HP: 60 STR: 25 MAGIC: 20 SKILL: 26 SPD: 27 LUCK: 40 DEF: 27 RES: 26		



	BOW KNIGHT	Weapon: Bows Movement: 8
Bow Knights are ranged units that can strike down opponents from afar.		
MAXIMUM STATS		
F HP: 40 STR: 20 MAGIC: 15 SKILL: 20 SPD: 20 LUCK: 40 DEF: 20 RES: 20		
CLASS-CHANGE BONUS		
F HP: 5 STR: 2 MAGIC: 2 SKILL: 2 SPD: 1 LUCK: 0 DEF: 3 RES: 2		
PALADIN See the Paladin's stats above.		



	LANCE KNIGHT	Weapon: Lances Movement: 8
Lance Knights fight with lances, and are exclusively male.		
MAXIMUM STATS		
M HP: 40 STR: 20 MAGIC: 15 SKILL: 20 SPD: 20 LUCK: 40 DEF: 20 RES: 20		
CLASS-CHANGE BONUS		
M HP: 3 STR: 2 MAGIC: 2 SKILL: 2 SPD: 2 LUCK: 0 DEF: 2 RES: 3		
PALADIN See the Paladin's stats above.		



	SWORD KNIGHT	Weapon: Swords Movement: 8
Sword Knights are comfortable handling only swords in direct combat.		
MAXIMUM STATS		
M HP: 40 STR: 20 MAGIC: 15 SKILL: 20 SPD: 20 LUCK: 40 DEF: 20 RES: 20		
CLASS-CHANGE BONUS		
M HP: 3 STR: 2 MAGIC: 2 SKILL: 2 SPD: 2 LUCK: 0 DEF: 2 RES: 3		
PALADIN See the Paladin's stats above.		


	ARCHER	Weapons: Bows, Ballistae Movement: 6
Archers are indirect-fire units that can hit an enemy from a distance. However, they cannot attack or retaliate against units directly adjacent to them. Archers can harness Ballistae.		
MAXIMUM STATS		
M HP: 40 STR: 20 MAGIC: 15 SKILL: 20 SPD: 20 LUCK: 40 DEF: 20 RES: 20		
CLASS-CHANGE BONUS		
M HP: 3 STR: 3 MAGIC: 2 SKILL: 2 SPD: 2 LUCK: 0 DEF: 2 RES: 2		
	SNIPER	Weapons: Bows, Ballistae Movement: 7
Snipers are expert bowmen with greater mobility than Archers. They can also operate Ballistae and launch brutal assaults upon distant foes.		
MAXIMUM STATS		
M HP: 60 STR: 25 MAGIC: 20 SKILL: 30 SPD: 28 LUCK: 40 DEF: 25 RES: 23		



	PEGASUS KNIGHT	Weapon: Lances Movement: 8
The lance-wielding Pegasus Knight can travel great distances and defeat powerful enemies, but has low HP and Defense.		
MAXIMUM STATS		
F HP: 40 STR: 20 MAGIC: 15 SKILL: 20 SPD: 20 LUCK: 40 DEF: 20 RES: 20		
CLASS-CHANGE BONUS		
F HP: 4 STR: 2 MAGIC: 2 SKILL: 2 SPD: 1 LUCK: 0 DEF: 2 RES: 3		
	FALCON KNIGHT	Weapons: Lances, Swords Movement: 9
Falcon Knights can fly farther and smite greater threats than Pegasus Knights, and can also attack with swords. When it gains the Stun skill, it can temporarily paralyze an opponent.		
MAXIMUM STATS		
F HP: 60 STR: 23 MAGIC: 20 SKILL: 26 SPD: 28 LUCK: 40 DEF: 24 RES: 27		



	THIEF	Weapons: Knife, Dagger, Stiletto Movement: 7
Thieves are somewhat effective combatants in close quarters, but their true strength lies in their ability to unlock doors and chests and to pluck items from opposing units. Volke is the only Thief who can change class.		
MAXIMUM STATS		
M HP: 40 STR: 20 MAGIC: 15 SKILL: 20 SPD: 20 LUCK: 40 DEF: 20 RES: 20		
CLASS-CHANGE BONUS (VOLKE ONLY)		
M HP: 2 STR: 2 MAGIC: 1 SKILL: 3 SPD: 2 LUCK: 0 DEF: 2 RES: 2		
	ASSASSIN	Weapons: Knife, Dagger, Stiletto Movement: 7
Volke is the sole member of the Assassin class. His attacks have a great probability of landing a critical hit.		
MAXIMUM STATS		
M HP: 60 STR: 23 MAGIC: 20 SKILL: 30 SPD: 30 LUCK: 40 DEF: 22 RES: 20		


	WYVERN RIDER	Weapon: Lances Movement: 8
Wyvern Riders, like Pegasus Knights, can cruise the battlefield and attack with great strength, though their magic resistance is low.		
MAXIMUM STATS		
F HP: 40 STR: 20 MAGIC: 15 SKILL: 20 SPD: 20 LUCK: 40 DEF: 20 RES: 20		
CLASS-CHANGE BONUS		
F HP: 5 STR: 2 MAGIC: 1 SKILL: 2 SPD: 2 LUCK: 0 DEF: 2 RES: 1		
	WYVERN LORD	Weapons: Lances, Axes Movement: 9
Once the Wyvern Rider changes class to Wyvern Lord, it can bring an axe to fights. Like the Falcon Knight, it can acquire Stun.		
MAXIMUM STATS		
M HP: 60 STR: 29 MAGIC: 20 SKILL: 28 SPD: 26 LUCK: 40 DEF: 29 RES: 22 F HP: 60 STR: 27 MAGIC: 20 SKILL: 26 SPD: 27 LUCK: 40 DEF: 27 RES: 25		


	MAGE	Weapons: Fire, Wind, Thunder Movement: 5
Mages are weak in the beginning and must be protected from attack, though their indirect magic attacks can become powerful over time.		
MAXIMUM STATS		
M HP: 40 STR: 10 MAGIC: 20 SKILL: 20 SPD: 20 LUCK: 40 DEF: 10 RES: 20 F HP: 40 STR: 10 MAGIC: 20 SKILL: 20 SPD: 20 LUCK: 40 DEF: 10 RES: 20		
CLASS-CHANGE BONUS		
M HP: 4 STR: 2 MAGIC: 1 SKILL: 2 SPD: 2 LUCK: 0 DEF: 2 RES: 2 F HP: 4 STR: 2 MAGIC: 1 SKILL: 2 SPD: 2 LUCK: 0 DEF: 2 RES: 2		
	SAGE	Weapons: Fire, Wind, Thunder, plus a staff or light weapon Movement: 6
The step up from the Mage class is the Sage (the master of magic). These powerful units can strike down enemies from far away with spells, and can wield a staff or light weapon.		
MAXIMUM STATS		
M HP: 60 STR: 15 MAGIC: 30 SKILL: 28 SPD: 28 LUCK: 40 DEF: 20 RES: 28 F HP: 60 STR: 15 MAGIC: 30 SKILL: 28 SPD: 28 LUCK: 40 DEF: 20 RES: 28		


	PRINCESS CRIMEA	Weapons: Swords, Staffs Movement: 9
Elincia is the only member of the Princess Crimea class, and she does not change classes. She is one of three unit types that can harness Shock.		
MAXIMUM STATS		
F HP: 60 STR: 20 MAGIC: 25 SKILL: 26 SPD: 28 LUCK: 40 DEF: 24 RES: 27		
NO CLASS CHANGE		


	PRIEST	Weapon: Staffs Movement: 5
Priests are healers, and essential to have in every battle. They are vulnerable to attack, so you must shield them from harm.		
MAXIMUM STATS		
M HP: 40 STR: 15 MAGIC: 20 SKILL: 20 SPD: 20 LUCK: 40 DEF: 20 RES: 20		
CLASS-CHANGE BONUS		
M HP: 3 STR: 1 MAGIC: 3 SKILL: 2 SPD: 2 LUCK: 0 DEF: 2 RES: 3		
	BISHOP	Weapons: Staffs, Light Movement: 6
Bishops are master healers that have a high resistance to magic attacks. They can harness the Sol skill, which halves the magic resistance of enemies.		
MAXIMUM STATS		
M HP: 60 STR: 15 MAGIC: 29 SKILL: 22 SPD: 25 LUCK: 40 DEF: 20 RES: 30		


	CLERIC	Weapon: Staffs Movement: 5
Clerics are similar to Priests. They are low-level healers and are easily harmed when attacked.		
MAXIMUM STATS		
F HP: 40 STR: 15 MAGIC: 20 SKILL: 20 SPD: 20 LUCK: 40 DEF: 20 RES: 20		
CLASS-CHANGE BONUS		
F HP: 3 STR: 2 MAGIC: 4 SKILL: 1 SPD: 3 LUCK: 0 DEF: 3 RES: 2		
	VALKYRIE	Weapons: Staffs, Swords Movement: 8
The Cleric can change class into the Valkyrie. This higher-level healer can move almost double the distance of its forbear and can utilize the Sol skill.		
MAXIMUM STATS		
F HP: 60 STR: 20 MAGIC: 26 SKILL: 24 SPD: 26 LUCK: 40 DEF: 20 RES: 29		


	BEAST TRIBE/CAT	Weapon: Claw (Cat) Movement: 7 (Human), 9 (Cat)
Cat members of the Laguz beast tribe can transform into dangerous felines that can traverse great stretches of land. This class's high Speed allows it to evade attacks and strike the enemy twice per turn.		
MAXIMUM STATS		
M HP: 70 STR: 29 MAGIC: 20 SKILL: 34 SPD: 35 LUCK: 40 DEF: 30 RES: 24		
F HP: 70 STR: 26 MAGIC: 20 SKILL: 34 SPD: 36 LUCK: 40 DEF: 27 RES: 27		
FORM-CHANGE BONUS		
M HP: 0 STR: 6 MAGIC: 0 SKILL: 4 SPD: 3 LUCK: 0 DEF: 5 RES: 3		
F HP: 0 STR: 6 MAGIC: 0 SKILL: 4 SPD: 3 LUCK: 0 DEF: 5 RES: 3		

	BIRD TRIBE/HERON	Weapon: - Movement: 5 (Human), 8 (Bird)
Heron Laguz cannot attack, but they are exceptionally useful in certain situations. Bird tribe members like Reyson can use the Song ability, allowing up to four adjacent units to take an additional turn.		
MAXIMUM STATS		
M HP: 60 STR: 10 MAGIC: 25 SKILL: 20 SPD: 30 LUCK: 40 DEF: 16 RES: 40		
FORM-CHANGE BONUS		
M HP: 0 STR: 0 MAGIC: 5 SKILL: 3 SPD: 4 LUCK: 0 DEF: 1 RES: 5		

	BEAST TRIBE/TIGER	Weapon: Claw (Tiger) Movement: 7 (Human), 9 (Tiger)
Tiger Laguz, like other shape-shifters, are fearsome warriors. They are stronger than their cat cousins, though both are vulnerable against Fire magic.		
MAXIMUM STATS		
M HP: 75 STR: 30 MAGIC: 20 SKILL: 33 SPD: 34 LUCK: 40 DEF: 30 RES: 24		
FORM-CHANGE BONUS		
M HP: 0 STR: 7 MAGIC: 0 SKILL: 4 SPD: 3 LUCK: 0 DEF: 3 RES: 3		

	BIRD TRIBE/HAWK	Weapon: Beak (Hawk) Movement: 6 (Human), 8 (Hawk)
Hawks belong to the bird tribe. They aren't as strong as beast-tribe members, but their increased Movement and ability to fly up steep mountains and over water make them useful. Hawks are easily hurt by Wind magic.		
MAXIMUM STATS		
M HP: 65 STR: 26 MAGIC: 20 SKILL: 35 SPD: 36 LUCK: 40 DEF: 26 RES: 26		
FORM-CHANGE BONUS		
M HP: 0 STR: 6 MAGIC: 0 SKILL: 5 SPD: 3 LUCK: 0 DEF: 4 RES: 2		

	DRAGON/WHITE	Weapon: Breath Movement: 5 (Human), 7 (Dragon)
White Dragons are strong on almost every stat, and they breathe ice. Their one true weakness is Lightning magic.		
MAXIMUM STATS		
F HP: 80 STR: 30 MAGIC: 25 SKILL: 30 SPD: 32 LUCK: 40 DEF: 35 RES: 35		
FORM-CHANGE BONUS		
F HP: 0 STR: 10 MAGIC: 0 SKILL: 6 SPD: 3 LUCK: 0 DEF: 5 RES: 5		

	DRAGON/RED	Weapon: Breath Movement: 5 (Human), 7 (Dragon)
Red Dragons are strong in almost every stat, and they breathe fire. Their one true weakness is Lightning magic.		
MAXIMUM STATS		
F HP: 75 STR: 35 MAGIC: 20 SKILL: 31 SPD: 31 LUCK: 40 DEF: 36 RES: 30		
FORM-CHANGE BONUS		
F HP: 0 STR: 5 MAGIC: 0 SKILL: 4 SPD: 4 LUCK: 0 DEF: 4 RES: 5		

THE APPENDICES

CHARACTERS AND THEIR CLASSES

You encounter a cast of colorful characters throughout your quest. Some allies will be provided to you, but others you'll need to recruit during one of the many tense battles. Gain the trust of strangers to bulk up your fighting force.

AFFINITY

Affinity impacts the stat bonus that characters will receive from support conversations.



RECRUITMENT

You'll meet various characters as you progress through the game. To the right of each character's name, we've listed the chapter in which you'll meet him.

COLOR-CODING

Characters who are presented in a blue box are basic class units when you meet them. You can level them up to master class with effort. You'll meet a few master-class characters in your travels. You can increase their level, but they will top out at level 20.

LEVEL-UP PROBABILITY

Next to each statistic is a letter that denotes the character's likelihood of increasing the stat every time he gains a level. An A rating indicates a high probability and a D rating means a low probability.

WEAPON MASTERY LEVEL

Next to each weapon in the mastery category is a letter. S indicates superior mastery; the letters A through E indicate lesser levels of mastery; A is closest to S, and E is the worst. Characters with a good mastery level can wield a greater variety of arms.

IKE
PROLOGUE:
LV1 / Ranger

HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
19A	5B	1D	6B	7B	6C	5C	0C	9

MASTERY: SWORD B LANCE B AXE B BOW B

SKILL: -

Ike, son of Greil, is the story's hero. You command him from the start and must build him up to be a great battler for the final showdown against Ashnard. He is a balanced character across the board and an effective fighter in direct confrontations. Keep him from perishing, but do not coddle him.

TITANIA
CHAPTER 1:
LV1 / Paladin

HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
33A	12C	4C	13B	14B	11C	11C	7C	8

MASTERY: SWORD B LANCE C AXE A BOW B

SKILL: COUNTER

Titania is one of the powerhouse mercenaries. She proves an integral member of your party from the start, as she can take down almost any opponent within one turn. Keep her fighting on the front line whenever possible. When she's equipped with a Hand Axe, she can attack and retaliate against almost any foe.

BOYD
CHAPTER 1:
LV2 / Fighter

HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
30A	7B	0D	4B	6C	4C	5C	0C	10

MASTERY: SWORD B LANCE B AXE B BOW B

SKILL: TEMPEST

Boyd is healthy, strong and skillful, but easily damaged. He can put the hurt on a variety of enemies; but he's susceptible to magic. Equip him with a throwable Hand Axe and use him as a ranged combatant when you can. He'll gain EX fairly quickly without sustaining heavy injuries.

OSCAR
CHAPTER 1:
LV3 / Lance Knight

HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
26B	6C	1D	6B	7C	5C	8C	0C	10

MASTERY: SWORD B LANCE C AXE B BOW B

SKILL: -

Your Lance Knight Oscar is somewhat of a weakling off the bat, but like other mounted units he quickly comes into his own (especially after changing classes). He can navigate the battlefield quickly, and his skill with a lance comes in handy when defending patches of turf.


RHYS
CHAPTER 2:
LV4 / Priest

HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
22C	0D	10B	8B	5C	7B	0C	14B	8


MASTERY: STAFF B

SKILL: SERENITY

You'll have to babysit Rhys throughout much of your journey. He's weak and he can't be left unguarded, but his skills as a healer are undoubtedly crucial to your success. Use him to mend a fellow party member's wounds and level him up with each fight.



SHINON



CHAPTER 3:
LV1 / Sniper


CHAPTER 18:
LV1 / Sniper

HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
32A	9B	6D	15B	13B	9C	9B	6C	9


MASTERY: SWORD ☐ LANCE ☐ AXE ☐ BOW ☐

SKILL: PROVOKE

You'll encounter the Sniper Shinon early on, then part ways for a while. He'll resurface in Chapter 18, though his level will be the same as it was the last time you fought with him. He's good to have in a fight, but he doesn't fare well against direct attacks.



MARCIA




CHAPTER 9:
LV5 / Pegasus Knight

HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
20B	8C	0D	7B	11B	4C	8C	6C	6


MASTERY: SWORD ☐ LANCE ☐ AXE ☐ BOW ☐

SKILL: -

You cross paths with Marcia, a Pegasus Knight, in Chapter 9. Like other flying units, she's not the strongest combatant, but her ability to soar over rocky terrain makes her useful in inhospitable locations. She can also whisk an injured party member away from trouble.



GATRIE



CHAPTER 3:
LV9 / Knight


CHAPTER 13:
LV- / Knight

HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
31A	12B	0D	6B	5C	5C	14B	0C	12


MASTERY: SWORD ☐ LANCE ☐ AXE ☐ BOW ☐

SKILL: -

Gatrie, like Titania, is one of your most powerful and reliable troops. From the time you first employ him in Chapter 3, he'll consistently prove his worth on the front line. Send him ahead to eliminate powerful opponents, or block a choke point with his massive presence. No matter how you use him, he'll put enemies six feet under.



MIST




CHAPTER 9:
LV1 / Cleric

HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
16B	1C	4B	4C	7C	6B	2D	7C	5


MASTERY: STAFF ☐

SKILL: -

Mist is a low-level healer. She shows up one-third the way through the game (at a point when your Priest has gained considerable EX). Even though she's weak and you must attend to her at all times, you should use her skills. She'll taunt the Black Knight and initiate a showdown near the end of the game.



SOREN




CHAPTER 4:
LV1 / Mage

HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
18C	0D	6B	8B	8C	5C	2D	7B	6


MASTERY: FIRE ☐ THUNDER ☐ WIND ☐ LIGHT ☐

SKILL: ADEPT

Soren's a surly chap, but he's a favorable ally despite his sour tone. Though he starts out as a weak spellcaster in Chapter 4, don't let this dissuade you from using him in battle. He will become more powerful with each level he gains. Keep a mounted unit close to him. When you send him into combat, you'll want to rescue him after his turn.



ROLF




CHAPTER 9:
LV1 / Archer

HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
18B	5C	0D	8C	6B	4C	6C	2C	4


MASTERY: SWORD ☐ LANCE ☐ AXE ☐ BOW ☐

SKILL: -

Rolf joins Greil's mercenaries as a weak Archer, but his skill with a bow can eclipse that of Shinon's if given the chance. Like other ranged units, he's best positioned behind strong allies, especially when defending prime real estate.



MIA




CHAPTER 7:
LV6 / Myrmidon

HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
21B	7C	0C	10C	13B	6C	7D	2C	6


MASTERY: SWORD ☐ LANCE ☐ AXE ☐ BOW ☐

SKILL: VANTAGE

Myrmidon Mia crosses your path in the seventh chapter. She's fast, strong and deadly, though you'll have to bring her up to speed before you put her on the front lines. She always attacks first and has a high chance of landing a critical hit against a foe.



LETHE




CHAPTER 9:
LV3 / Beast Tribe/Cat

HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
34A	12B	4D	10B	12B	15B	9C	7C	6


MASTERY: -

SKILL: -

Lethe, like her Laguz compatriot Mordecai, is a member of the beast tribe. She's not as tough as he is, but she's still an asset in a fight. Keep her safe while she's in human form, then put her to work when she's changed into a wildcat.



ILYANA




CHAPTER 8:
LV6 / Mage

HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
20C	1C	8B	10C	9C	6C	3D	10B	5


MASTERY: FIRE ☐ THUNDER ☐ WIND ☐ LIGHT ☐

SKILL: SHADE

She's a useful Mage, but Ilyana shouldn't be left alone, nor should she be fighting ahead of your powerful units. Keep her to the rear of your posse and utilize her indirect-fire abilities.



MORDECAI




CHAPTER 9:
LV2 / Beast Tribe/Tiger

HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
41A	15B	2D	8B	8B	10C	13C	4D	18


MASTERY: -

SKILL: SMITE

Mordecai isn't what you'd call an eloquent speaker, but his skill in combat speaks for him. He's sensitive to the Laguz / Beorc tension, but is more than willing to give Ike the benefit of the doubt. While he's in Tiger form, he's a well-oiled killing machine.



VOLKE




CHAPTER 10:
LV10 / Thief


HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
25B	12B	0D	13B	13B	7C	7D	3D	11

MASTERY: -
SKILL: KNIFE/STEAL/SHADE

You can recruit Volke at the start of Chapter 10. His skills as a lockpick will prove handy in many situations. Grow his EX over time and utilize his Steal skill to nab items from your enemies.



KIERAN




CHAPTER 10:
LV12 / Axe Knight


HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
30B	11B	1D	10B	12C	8C	10C	1C	10

MASTERY: SWORD ☐ LANCE ☐ AXE ☐ BOW ☐
SKILL: ONE-SHOT

Kieran is one of the captives you can bust out of jail in Chapter 10. He's handy with an axe, so make an effort to rescue him along with his comrades.



BROM




CHAPTER 10:
LV8 / Knight


HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
28A	10C	1D	9B	7C	4D	13B	2C	13

MASTERY: SWORD ☐ LANCE ☐ AXE ☐ BOW ☐
SKILL: -

Brom is another prisoner you'll encounter in Chapter 10. He'll gain HP and hone his Skill and Defense stats as you level him up, so he'll make a good guardian for your weaker units.



NEPHENEE




CHAPTER 10:
LV7 / Soldier


HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
22B	8C	2D	10B	11B	6C	9C	3C	8

MASTERY: SWORD ☐ LANCE ☐ AXE ☐ BOW ☐
SKILL: WRATH

Nephenee can advance her HP, Skill and Speed stats faster than others. She becomes a powerful Halberdier after changing classes. As such, she's good to have up front when the action heats up.



ZIHARK




CHAPTER 11:
LV10 / Myrmidon


HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
25B	10C	1D	13B	15B	6C	7C	0D	9

MASTERY: SWORD ☐ LANCE ☐ AXE ☐ BOW ☐
SKILL: ADEPT

Zihark will make your acquaintance during Chapter 11. This Myrmidon's Defense is slow to increase, so you'll want to raise his Speed to compensate. He's an admirable swash-buckler, so send him into the fray.



SOTHE




CHAPTER 12:
LV1 / Thief


HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
20B	5B	1D	7B	11B	5B	4C	0C	6

MASTERY: -
SKILL: KNIFE/STEAL/BLOSSOM

Like Volke, Sothe's usefulness is in his ability to separate items of worth from their owner. He starts out weak, so you'll have to protect him and bring him up to speed before he can really shine.



JILL




CHAPTER 12:
LV8 / Wyvern Rider


HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
24B	11C	0C	10C	9C	6C	11C	2C	7

MASTERY: SWORD ☐ LANCE ☐ AXE ☐ BOW ☐
SKILL: -

Wyvern Riders like Jill are susceptible to ranged attacks from bowmen and magic-users. Consider equipping her with Full Guard to negate this vulnerability. Use her to fly over mountainous terrain and rescue injured party members.



ASTRID




CHAPTER 13:
LV1 / Bow Knight


HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
20C	6C	2D	6B	7B	3C	5C	4C	7

MASTERY: SWORD ☐ LANCE ☐ AXE ☐ BOW ☐
SKILL: PARAGON

You can develop Astrid's Skill and Speed stats fairly quickly. Since she's an effective ranged fighter, you'll want to employ her to take out winged units, Mages and Sages when the opportunity arises.



MAKALOV




CHAPTER 14:
LV10 / Sword Knight


HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
30B	9B	2D	7C	10B	8C	10C	2D	10

MASTERY: SWORD ☐ LANCE ☐ AXE ☐ BOW ☐
SKILL: TEMPEST

He can rapidly close the gap between you and your enemies, and he's got plenty of HP to spare. As he gains EXP, he'll increase his HP even more, along with his Speed. Mucky terrain is the only thing that can slow him down.



STEFAN




CHAPTER 15:
LV8 / Swordmaster


HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
38B	19B	8D	27C	25B	5C	12C	9D	13

MASTERY: SWORD ☐ LANCE ☐ AXE ☐ BOW ☐
SKILL: ASTRA

Stefan, like Mia, is fast and furious. He's got lots of HP, he's strong and he's quick to dispatch a foe. He's an expert swordsman and a fantastic frontline fighter. Put him to use as soon as you can.



TORMOD




CHAPTER 15:
LV7 / Mage


HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
20B	2D	10C	9C	9C	8C	4C	9C	6

MASTERY: FIRE ☐ THUNDER ☐ WIND ☐ LIGHT ☐
SKILL: CELERITY

Though he's a Mage, Tormod's Magic stat is slow to increase. He's susceptible to injury and has a low Defense, so he's another unit you'll have to protect out in the field. Like other magic-users, his ranged attacks get stronger as he gains levels.



MUARIM




CHAPTER 15:
LV9 / Beast Tribe/Tiger


HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
45	16	4	13	15	11	12	5	14

MASTERY: -
SKILL: -

Muarim is another member of the beast tribe. He fights just as fiercely as Mordecai once he's changed into animal form. Use him as you would other Laguz—keep him safe from attack until he transforms, then turn him loose.



TANITH




CHAPTER 18:
LV10 / Falcon Knight


HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
32	16	10	18	24	18	15	13	8

MASTERY: SWORD ☒ LANCE ☒ AXE ☐ BOW ☐
SKILL: REINFORCE

Tanith is an effective aerial unit. Her Reinforce skill lets you call in additional units twice per map. Use the extra help as decoys to draw attention away from your weak units.



DEV DAN



CHAPTER 16:
LV4 / Halberdier

HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
36	14	7	15	13	16	11	10	12

MASTERY: SWORD ☐ LANCE ☒ AXE ☐ BOW ☐
SKILL: SERENITY

You'll want to boost Devdan's Speed and Defense stats before shoving him ahead of your other units. Utilize his HP reserves to soak up enemy attacks, especially during encounters against ranged personnel.



CALILL




CHAPTER 20:
LV6 / Sage


HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
32	8	19	18	18	16	8	17	7

MASTERY: FIRE ☒ LIGHTNING ☒ WIND ☒ LIGHT ☐
SKILL: KNIFE/NIHIL

Calill can wield Fire, Lightning, and Wind magic well. Her HP will progress ahead of her other stats, which all have an equal chance of developing over time. Harness her long-distance attacks as soon as she joins your party in Chapter 20.



REYSON




CHAPTER 18:
LV3 / Bird Tribe/Heron


HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
22	1	10	11	14	15	2	20	8

MASTERY: -
SKILL: CANTO/BLESSING

Even though he can't fight well enough to save himself, Reyson is worth keeping in your party. Like other Laguz, he must transform before he becomes useful. Bring him to battle when time is against you, and utilize his Song skill to give adjacent teammates another turn.



TAURONEO




CHAPTER 21:
LV14 / General


HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
48	22	11	18	13	14	22	14	10

MASTERY: SWORD ☒ LANCE ☒ AXE ☐ BOW ☐
SKILL: RESOLVE

One look at Tauroneo's stats is all it takes to understand his potential. He comes to your aid loaded to the gills with HP, and can develop his HP, Strength, Skill and Defense quickly. His Resolve skill increases his Strength, Skill and Speed 1.5 times.



ULKI




CHAPTER 18:
LV2 / Bird Tribe/Hawk


HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
41	15	4	14	12	10	14	9	10

MASTERY: -
SKILL: VIGILANCE

You can put Ulki to work as soon as you meet him. He'll gain HP faster than any other stat, with Strength, Skill and Speed close behind. His Vigilance skill increases his evasiveness by 20%. Like other flying units, he's great for navigating hostile terrain.



RANULF




CHAPTER 23:
LV9 / Beast Tribe/Cat


HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
46	19	4	17	17	13	17	6	9

MASTERY: -
SKILL: -

Ranulf is no different than other Laguz. In bipedal form he's a liability and should be kept away from the action. After his Transform gauge fills, let him sprint ahead to shred your enemies to pieces.



JANAFF




CHAPTER 18:
LV8 / Bird Tribe/Hawk


HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
39	13	5	15	17	16	11	10	6

MASTERY: -
SKILL: INSIGHT

Janaff is another pivotal ally and member of the bird tribe. He comes equipped with ample HP, and is a well-balanced fighter. Steer him clear of Archers and Sages casting Wind magic.



HAAR




CHAPTER 23:
LV11 / Wyvern Lord


HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
47	21	8	19	17	12	20	10	13

MASTERY: SWORD ☐ LANCE ☒ AXE ☒ BOW ☐
SKILL: GUARD

Haar is a powerful Wyvern Lord, though he's a bit slow. He has equal probability of gaining HP, Strength and Skill with each level progression. He's good at rescuing injured teammates and advancing quickly through difficult environments.



LUCIA




CHAPTER 24:
LV12 / Swordmaster

HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
36B	15B	12C	21B	23B	16B	10C	8C	8


MASTERY: SWORD A LANCE C AXE C BOW C

SKILL: PARITY

You encounter Lucia late in the game. She's got balanced stats across the board, and she's deadly with a sword. Should you choose to bring her into battle, she'll hold her own against the enemy.



ENA




CHAPTER 28:
LV10 / Dragon/Red

HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
52A	20C	9D	17B	15B	14C	23C	21C	6


MASTERY: -

SKILL: RENEWAL/MIRACLE/BOON

Like other Red Dragons, Ena is susceptible to Lightning. She can inflict minor damage against Ashnard, the Daein king, though her slow Speed hampers her battle potential. As a Laguz, she must fill her Transform gauge before she's able to attack.



BASTIAN




CHAPTER 24:
LV13 / Sage

HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
35B	12C	19B	21B	16B	15C	12C	20B	10


MASTERY: FIRE B THUNDER C WIND A LIGHT C

SKILL: KNIFE/CORROSION

Bastian is a strong Sage who, when properly experienced, can wield powerful magic. You won't meet him until late in the game, though his stats are high enough that you can put him to work quickly.



NASIR




CHAPTER 28:
LV18 / Dragon/Red

HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
56A	20B	11D	23B	22B	17C	24C	27A	12

MASTERY: -

SKILL: NIHIL/BOON

Nasir is even more powerful than his granddaughter, Ena, although he's just as vulnerable to Lightning as she is! His high Speed often grants him multiple attacks, and his strong Defense protects him from hard-hitting foes such as the Daein king.



GEOFFREY




CHAPTER 24:
LV11 / Paladin

HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
43B	18B	9C	17B	19B	12C	21C	9C	11


MASTERY: SWORD C LANCE A AXE C BOW C

SKILL: PARAGON

Paladin Geoffrey is a mounted unit in the same class as Titania. He can travel far, hit fast and hold down a solid defensive line when he has to. Use him as you would similar units, and keep him up front or protecting weaker units when appropriate.



TIBARN




CHAPTER 29:
LV18 / Bird Tribe/Hawk

HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
63A	30B	11D	31B	24B	24B	26B	19C	14


MASTERY: -

SKILL: SAVIOR/CANCEL

You can summon Tibarn in the final confrontation against Ashnard. He's full of HP and a great addition to your party during the final rush to victory. Strongly consider requesting his help when the opportunity presents itself.



LARGO




CHAPTER 25:
LV7 / Berserker

HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
52A	21B	4D	21C	20C	12C	10C	3D	15


MASTERY: SWORD C LANCE C AXE A BOW C

SKILL: -

Steer clear of an angry Berserker. Luckily, Largo will swing his axe for Greil's mercenaries when the time comes. Although he's a bear in most stat categories, he has low Defense and Magic ratings, so keep him away from Sage attacks.



NAESALA




CHAPTER 29:
LV17 / Bird Tribe/Raven

HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
57A	25B	15C	26B	31A	19D	21B	16C	11


MASTERY: -

SKILL: VORTEX/VANTAGE

Naesala is another 11th-hour hero you can tap for support during the last battle. He's powerful, and he can scrap with the best of 'em. Keep in mind that he has the same vulnerabilities as other members of the bird tribe.



ELINCIA




CHAPTER 26:
LV1 / Princess Crimea

HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
27B	9C	12A	16C	18C	15B	11C	15C	6


MASTERY: SWORD D LANCE C AXE C BOW C STAFF A

SKILL: RENEWAL

The fair Elincia, only member of the Princess Crimea class, can fly. Though initially she's weak, you should keep her around to deal the final blow to an injured enemy. She's a critical character, so keep an eye on her at all times.



GIFFCA



CHAPTER 29:
LV20 / Beast Tribe/Lion

HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES	BUILD
68A	32A	10D	28B	25B	22C	25B	16C	17

MASTERY: -

SKILL: ROAR

Giffca is the strongest ally you can bring when you confront Ashnard in Chapter 29. Since he shows up late in the game, you don't need to build him up at all—just throw him at your opponents.

APPENDICES

SUPPORT AND AFFINITY

The units you command are not mindless automatons, but emotional characters. Each one can develop a special bond with one or more teammates on the battlefield, increasing all the bonded characters' stats to impressive levels.

SUPPORT EFFECTS

Each character is inclined to form a bond with one or more members of your party. The character charts below show each party member's affinity and the characters each person can bond with. (The characters are listed in the order you meet them.) The stat boost a character will receive in battle when fighting with a particular partner depends on each partner's affinity and the number of times the partners have had support conversations together.

The Affinity table on this page will help you predict which support relationships will be the most fruitful. The numbers next to each character's name in the charts below the table indicate the number of battles you must share with a character before you can talk to him or her to receive the next support bonus. For example, Ike will receive a small bonus to Defense and a larger bonus to Hit after participating in eight battles with Titania (who has a Light affinity) and talking to her afterward. After three more battles together, the pair can talk again, and Ike will gain another Defense and Hit bonus. And after another 15 battles together and another conversation, Ike will gain his final boost.

AFFINITY	ATTACK	DEFENSE	HIT	AVOID
FIRE	+	-	++	-
THUNDER	-	+	-	++
WIND	-	-	++	++
WATER	+	+	-	-
DARK	+	-	-	++
LIGHT	-	+	++	-
HEAVEN	-	-	+++	-
GROUND	-	-	-	+++

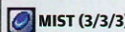
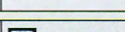
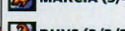





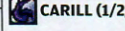
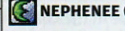
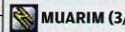

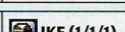
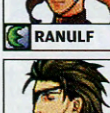

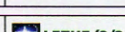

+ = A small boost

++ = A medium boost

+++ = A large boost

	TITANIA (8/3/15) SOREN (5/7/7) OSCAR (6/3/3)	LETHE (4/5/5) ELINCIA (1/0/1) REYSON (5/3/3)	RANULF (1/1/1)
	IKE (8/3/15) MIST (3/3/3) BOYD (7/8/5)	RHYS (5/3/3)	
	IKE (6/3/3) KIERAN (2/3/3) TANITH (3/3/3)	JANAFF (3/3/2)	

	TITANIA (7/8/5) MIST (6/4/7) BROM (4/4/3)	ULKI (2/3/3)	
	TITANIA (5/3/3) ULKI (4/3/3) MIA (4/4/4)	ROLF (3/3/3) KIERAN (8/3/15)	
	GATRIE (3/5/2) JANAFF (1/3/4) ROLF (0/2/2)		
	SHINON (3/5/2) MARCIA (3/4/3) ASTRID (3/3/5)	ILYANA (4/4/4)	
	IKE (5/7/7) STEFAN (4/5/3)		
	RHYS (4/4/4) ILYANA (4/4/4) LARGO (1/1/1)		
	MORDECAI (2/3/3) MIA (4/4/4) GATRIE (4/4/4)	LUCIA (1/1/1) ZIHARK (4/5/5)	
	ROLF (2/3/3) GATRIE (3/4/3) KIERAN (3/4/4)	TANITH (1/4/4)	
	TITANIA (3/3/3) BOYD (6/4/7) ROLF (1/2/4)	JILL (1/2/2) MORDECAI (3/3/3)	
	MIST (1/2/4) SHINON (0/2/2) MARCIA (2/3/3)	RHYS (3/3/3) TAURONEO (1/2/2)	

 LETHE	 IKE (4/5/5)  MUARIM (3/3/3)  JILL (2/2/6)	 RANULF (1/1/1)	 DEV DAN	 NEPHENEE (2/3/3)  TORMOD (1/3/3)  LARGO (1/1/1)
 MORDECAI	 RANULF (1/1/1)  ULKI (3/2/2)  MIST (3/3/3)	 STEFAN (2/2/7)  ILYANA (2/3/3)	 REYSON	 IKE (5/3/3)  TANITH (2/4/5)  TORMOD (1/2/2)
 VOLKE	 BASTIAN (0/1/1)		 ULKI	 BOYD (2/3/3)  RHYS (4/3/3)  MORDECAI (3/2/2)
 KIERAN	 OSCAR (2/3/3)  MARCIA (3/4/4)  RHYS (3/3/3)		 JANAFF	 OSCAR (3/3/2)  SHINON (1/3/4)  LUCIA (1/1/1)
 BROM	 BOYD (4/4/3)  ZIHARK (3/3/3)  NEPHENEE (4/3/3)		 TANITH	 OSCAR (3/3/3)  MARCIA (1/4/4)  REYSON (2/4/5)
 NEPHENEE	 BROM (4/4/3)  DEV DAN (2/3/3)  CARILL (1/2/2)		 CARILL	 GEOFFREY (1/1/1)  TORMOD (2/2/2)  NEPHENEE (1/2/2)
 ZIHARK	 ILYANA (4/5/5)  BROM (3/3/3)  MUARIM (3/3/3)		 TAURONEO	 ROLF (1/2/2)  LARGO (1/1/1)
 SOTHE	 TORMOD (3/3/3)  ASTRID (3/4/4)		 RANULF	 IKE (1/1/1)  LETHE (1/1/1)  MORDECAI (1/1/1)
 JILL	 MIST (1/2/2)  HAAR (1/1/2)  LETHE (2/2/6)		 HAAR	 JILL (1/1/2)  MAKALOV (1/2/2)
 ASTRID	 SOTHE (3/4/4)  GATRIE (3/3/5)  MAKALOV (3/3/4)		 LUCIA	 JANAFF (1/1/1)  ILYANA (1/1/1)  BASTIAN (0/2/1)
 MAKALOV	 ASTRID (3/3/4)  HAAR (1/2/2)  BASTIAN (1/2/1)		 BASTIAN	 LUCIA (0/2/1)  MAKALOV (1/2/1)  VOLKE (0/1/1)
 STEFAN	 MORDECAI (2/2/7)  SOREN (4/5/3)		 GEOFFREY	 ELINCIA (1/0/1)  CARILL (1/1/1)
 TORMOD	 SOTHE (3/3/3)  REYSON (1/2/2)  CARILL (2/2/2)	 DEV DAN (1/3/3)	 LARGO	 MIA (1/1/1)  TAURONEO (1/1/1)  DEV DAN (1/1/1)
 MUARIM	 LETHE (3/3/3)  LARGO (1/1/1)  ZIHARK (3/3/3)		 ELINCIA	 IKE (1/0/1)  GEOFFREY (1/0/1)

APPENDICES

WEAPONS AND ITEMS

You have many implements of destruction and healing at your disposal.
An effective leader must know how best to employ weapons and items in the heat of battle. Find your answers here.

WEAPONS AND ITEMS CHARTS KEY

LV: The minimum weapon level required to use a weapon	WT: An item's weight	HIT: The base chance of a successful attack	USE: How many times an item may be used
RNG: A weapon's attack range	MT: Base amount of damage a weapon will inflict	CRIT: The base chance that a given weapon inflicts critical damage	PRICE: An item or weapon's cost to purchase

SWORDS

NAME	LV	RNG	WT	MT	HIT	CRT	USE	PRICE	NOTES
Alondite	-	1-2	20	18	80%	5%	-	-	Exclusively for the Black Knight
Amiti	-	1	12	9	75%	-	-	-	Exclusively for Elincia; enables her to strike twice
Armorslayer	D	1	17	8	80%	-	18	1,260	Effective against Knights
Brave Sword	B	1	16	9	75%	-	30	-	Enables a unit to strike twice in the same turn
Gurgurant	-	1-2	25	20	90%	-	-	-	Exclusively for Ashnard
Iron Blade	D	1	15	9	70%	-	35	980	-
Iron Sword	E	1	7	5	90%	-	46	460	-
Killing Edge	C	1	9	9	75%	30%	20	-	A sword with a high chance of scoring a critical hit
Laguzslayer	C	1	12	9	75%	-	15	-	Effective against Laguz
Longsword	D	1	15	6	85%	-	18	1,260	Effective against mounted units
Ragnell	-	1-2	20	18	80%	5%	-	-	Exclusively for Ike
Regal Sword	-	1	6	7	95%	10%	40	-	Exclusively for Ike; effective against Knights and mounted units
Rune Sword	A	1-2	19	15	65%	-	15	-	Drains HP from an enemy and gives it to you
Silver Blade	A	1	14	15	60%	-	15	1,800	-
Silver Sword	A	1	11	13	80%	-	25	1,875	-
Slim Sword	E	1	5	3	100%	5%	35	560	-
Sonic Sword	B	1-2	9	10	70%	-	25	-	MT is based on wielder's Magic instead of Strength; effective against flying units
Steel Blade	C	1	17	11	75%	-	35	700	-
Steel Sword	D	1	12	8	75%	-	35	700	-
Trainer	E	1	3	6	150%	-	-	-	-
Vague Katti	S	1	8	12	80%	35%	25	-	Has a high chance of scoring a critical blow
Venin Edge	D	1	8	3	70%	-	40	-	Poisons opponent

LANCES AND SPEARS

NAME	LV	RNG	WT	MT	HIT	CRT	USE	PRICE	NOTES
Brave Lance	B	1	17	11	70%	-	30	-	Enables a unit to strike twice
Flame Lance	B	1-2	12	10	70%	-	25	-	MT is based on wielder's Magic instead of Strength; effective against Laguz beasts
Heavy Spear	D	1	18	8	80%	-	18	-	Effective against Knights
Iron Lance	E	1	8	7	80%	-	45	360	-
Javelin	E	1-2	11	6	60%	-	25	500	-
Killer Lance	C	1	10	10	70%	30%	20	-	Has a high chance of inflicting a critical blow
Knight Killer	D	1	16	7	70%	-	18	1,170	Effective against mounted units
Laguz Lance	C	1	17	12	75%	-	15	-	Effective against Laguz
Short Spear	C	1-2	12	9	70%	-	15	-	-
Silver Lance	A	1	12	15	75%	-	25	1,500	-
Slim Lance	E	1	6	4	85%	5%	35	525	-
Spear	B	1-2	15	12	70%	5%	15	-	-
Steel Lance	D	1	13	10	70%	-	35	560	-
Venin Lance	D	1	9	4	65%	-	40	-	Poisons opponent
Wishblade	S	1-2	15	16	80%	5%	20	-	-

AXES

NAME	LV	RNG	WT	MT	HIT	CRT	USE	PRICE	NOTES
Bolt Axe	B	1-2	12	10	70%	-	25	-	MT is based on wielder's Magic stat; enables a unit to attack with Thunder
Brave Axe	B	1	20	10	65%	-	30	-	Enables a unit to strike twice
Hammer	D	1	20	10	55%	-	20	800	Effective against Knights
Hand Axe	E	1-2	13	7	55%	-	25	375	-
Iron Axe	E	1	10	8	75%	-	45	270	-
Killer Axe	C	1	12	12	65%	30%	20	-	Has a high chance of landing a critical blow
Laguz Axe	C	1	16	13	65%	-	15	-	Effective against Laguz
Poleax	D	1	18	10	60%	-	18	810	Effective against mounted units
Practice Axe	E	1	4	8	150%	-	-	-	-
Short Axe	C	1-2	13	10	65%	-	15	-	-
Silver Axe	A	1	14	16	70%	-	25	1,250	-
Steel Axe	E	1	15	11	65%	-	35	420	-
Tomahawk	B	1-2	17	13	65%	-	15	-	-
Venin Axe	D	1	11	5	60%	-	40	-	Poisons opponent

BOWS

NAME	LV	RNG	WT	MT	HIT	CRT	USE	PRICE	NOTES
Brave Bow	B	2	12	10	70%	-	30	-	Effective against flying units and the bird tribe; enables a unit to strike twice
Double Bow	S	4	10	7	65%	-	20	-	Effective against flying units and the bird tribe; not available for Warrior and Paladin
Iron Bow	E	2	5	6	85%	-	45	540	Effective against flying units and the bird tribe
Killer Bow	C	2	7	9	75%	30%	15	-	Effective against flying units and the bird tribe; a Bow with a high chance of critical hits
Laguz Bow	C	2	10	10	75%	-	15	-	Effective against flying units and Laguz
Longbow	D	2-3	10	5	65%	-	20	2,000	Effective against flying units and the bird tribe; not available for Warrior and Paladin
Rolf's Bow	-	2	2	8	100%	5%	45	-	Effective against flying units and the bird tribe; exclusively for Rolf
Silver Bow	A	2	6	13	75%	-	25	2,000	Effective against flying units and the bird tribe
Steel Bow	D	2	9	9	70%	-	35	840	Effective against flying units and the bird tribe
Venin Bow	D	2	5	4	65%	-	40	-	Effective against flying units and the bird tribe; poisons opponent

LIGHT WEAPONS

NAME	LV	RNG	WT	MT	HIT	CRT	USE	PRICE	NOTES
Dagger	-	1	4	4	90%	-	30	600	-
Knife	-	1	2	2	100%	5%	30	480	-
Stiletto	-	1	8	8	95%	10%	20	1,500	Effective against Knights

MAGIC BOOKS

NAME	LV	RNG	WT	MT	HIT	CRT	USE	PRICE	NOTES
Blizzard	C	3-10	10	8	75%	-	5	-	Effective against flying units and the bird tribe
Bolganone	A	1-2	9	9	85%	-	20	-	Effective against beast tribe members
Bolting	C	3-10	13	13	65%	5%	5	-	Effective against dragons
Elfire	D	1-2	5	5	85%	-	30	1,800	Effective against beast tribe members
Elthunder	D	1-2	6	7	75%	10%	30	1,950	Effective against dragons
Elwind	D	1-2	2	4	90%	-	30	1,650	Effective against flying units and the bird tribe
Fire	E	1-2	3	3	95%	-	40	560	Effective against beast tribe members
Light	D	1-2	4	2	80%	-	40	800	-
Meteor	C	3-10	11	11	70%	-	5	-	Effective against beast tribe members
Nosferatu	A	1-2	12	7	70%	-	20	-	Drains enemy HP and gives it to the caster
Purge	B	3-10	8	10	70%	-	5	-	-
Rexaura	S	1-2	10	12	85%	5%	20	-	-
Rexbolt	S	1-2	14	15	75%	10%	20	-	Effective against dragons
Shine	C	1-2	6	4	75%	-	30	2,100	-
Thoron	A	1-2	7	10	85%	5%	20	-	Effective against dragons
Tornado	A	1-2	5	6	90%	-	20	-	Effective against flying units and the bird tribe
Thunder	E	1-2	3	4	85%	5%	40	600	Effective against dragons
Wind	E	1-2	1	2	100%	-	40	520	Effective against flying units and the bird tribe

STAFFS

NAME	LV	RNG	WT	HIT	EX	USE	PRICE	NOTES
Ashera Staff	S	All	4	100%	100	3	-	Restores all HP to all allies and heals their status conditions
Fortify	A	1-Mg/2	7	100%	60	8	-	Restores 10HP + Mg to all allies in range
Hammerne	C	1	7	100%	40	3	-	Restores an item to its maximum durability
Heal	E	1	2	100%	11	30	600	Restores 10 HP + Mg to the target unit
Mend	D	1	4	100%	12	20	1,000	Restores 20 HP + Mg to the target unit
Physic	C	1-Mg/2	5	100%	22	15	3,750	Restores 20 HP + Mg to the target unit
Recover	B	1	6	100%	17	15	2,250	Restores all HP to target unit
Rescue	B	1-Mg/2	6	100%	40	3	-	Moves an ally from a distant space to an adjacent space
Restore	C	1	4	100%	20	10	2,000	Heal's the target unit's status condition
Silence	B	1-Mg/2	7	70%	30	3	-	Prevents the target from casting magic for multiple turns
Sleep	B	1-Mg/2	8	65%	35	3	-	Causes an enemy to fall asleep for multiple turns
Torch	D	1-Mg/2	5	100%	15	10	1,000	Increases visibility in fog and darkness; grows weaker each turn
Ward	C	1	4	100%	17	15	2,250	Briefly increases the target unit's resistance by 7

BALLISTAE

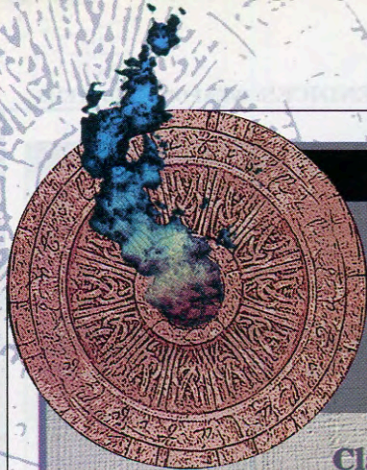
NAME	LV	RNG	WT	MT	HIT	CRT	USE	PRICE	NOTES
Ballista	E	3-10	20	18	100%	-	5	-	Effective against flying units and bird tribes. Can be fired only by Archers and Snipers
Iron Ballista	E	3-15	20	22	90%	-	5	-	Effective against flying units and bird tribes. Can be fired only by Archers and Snipers
Killer Ballista	E	3-10	20	20	95%	10%	5	-	Effective against flying units and bird tribes. Can be fired only by Archers and Snipers
Stone Thrower	E	3-10	20	20	-	-	5	-	Hits all enemies adjacent to the target with guaranteed hits

EQUIPMENT

NAME	NOTES
Archer Band	Increases the chance to raise Skill and Speed; available after you've beaten the game once
Beorguard	Annuls additional effects by the Beorc; exclusively for the Laguz
Demi Band	Allows the wearer to maintain animal form; not available for Reyson
Fighter Band	Increases the chance to raise HP and Strength; available after you've beaten the game once
Full Guard	Negates all bonus damage
Knight Band	Increases the chance to raise Strength and Defense; available after you've beaten the game once
Knight Ring	Allows a unit to move again after taking an action, as if it were a mounted unit
Knight Ward	Increases Defense and Magic Resistance by 2 points; exclusively for mounted-types, Soldiers and Knights
Laguz Band	Allows the wearer to maintain animal form; exclusively for Laguz Royalty
Laguzguard	Halves damage inflicted by the Laguz; exclusively for the Beorc
Mage Band	Increases the chance to raise Magic; available after you've beaten the game once
Paladin Band	Increases the chance to raise HP and Speed; available after you've beaten the game once
Pegasus Band	Increases the chance to raise Luck and Magic Resistance; available after you've beaten the game once
Priest Band	Increases the chance to raise Luck and Magic Resistance; available after you've beaten the game once
Soldier Band	Increases the chance to raise HP and Defense; available after you've beaten the game once
Sword Band	Increases the chance to raise Skill and Luck; available after you've beaten the game once
Thief Band	Increases the chance to raise Skill and Speed; available after you've beaten the game once
Wyvern Band	Increases the chance to raise Strength and Defense; available after you've beaten the game once

ITEMS

NAME	PRICE	USE	NOTES
Antitoxin	450	3	Cures Poison
Arms Scroll	-	1	Raises the equipped weapon's level by 1
Ashera Icon	-	1	Increases Luck by 2 points
Blue Gem	-	1	A gemstone worth 5,000 g
Boots	-	1	Increases movement by 2 points
Chest Key	-	2	Opens a chest
Coin	-	1	A coin worth 1 g
Door Key	-	2	Opens a door in an adjacent space
Dracoshield	-	1	Increases Defense by 2 points
Elixir	3,000	3	Restores all user's HP
Energy Drop	-	1	Increases Strength by 2 points
Laguz Stone 1	-	1	Allows a Laguz to remain in animal form (1 use)
Laguz Stone 2	-	2	Allows a Laguz to remain in animal form (2 uses)
Master Seal	-	1	Enables class change for all capable units level 10 and up; not available for Ranger and Thief
Pure Water	900	3	Increases user's Resistance temporarily (the effect grows weaker each turn)
Red Gem	-	1	A gemstone worth 2,500 g
Secret Book	-	1	Increases Skill by 2 points
Seraph Robe	-	1	Increases maximum HP by 7 points
Speedwing	-	1	Increases Speed by 2 points
Spirit Dust	-	1	Increases Magic by 2 points
Statue Frag	-	1	Increases Build by 2 points
Talisman	-	1	Increases Magic Resistance by 2 points
Torch	500	5	Increases visibility in darkness or fog, and grows dimmer each turn
Vulnerary	300	3	Restores 10 HP to user
White Gem	-	1	A gemstone worth 10,000 g



APPENDICES

SKILLS

Classes and individual characters can receive stat boosts when you equip them with certain skills. Some skills are innate to a given class, while others must be learned using scrolls. The charts on the following pages give the details.

SKILLS

NAME	CLASS / UNIT	SCROLL	CONDITION	EFFECT	CAPACITY
Adept	All	Adept Scroll	Depends on Skill	Allows a unit to attack twice per turn	10
Aether	Lord	Occult Scroll	Depends on Skill	Attacks with Sol, then attacks again with Luna	20
Astra	Swordmaster	Occult Scroll	Depends on Skill	Allows you 5 consecutive attacks at half damage	20
Blessing	Reyson	-	Activates at the beginning of your turn	Restores HP equal to this unit's Magic stat to all adjacent allies	20
Blossom	Sothe	-	Activates when a unit levels-up	Stats increase more after a level up, but halves the experience points this unit gains	15
Boon	Dragon Tribe	-	Activates at the beginning of your turn	Cures the status conditions of all adjacent allies	20
Cancel	Bird Tribe/Hawk	Occult Scroll	Depends on Skill	Nullifies an enemy's attack	20
Canto	Reyson	-	Activates when you Chant next to an ally	Gives target unit(s) an additional turn	20
Celerity	Tormod	-	Activates automatically	Increases the unit's movement range by 2	15
Colossus	Warrior, Berserker	Occult Scroll	Depends on Skill; Unit build is higher than enemy's	Inflicts an additional amount of damage equal to a quarter of this unit's strength	20
Corrosion	All	Corrosion Scroll	Depends on Skill	Increases the use cost of an opponent's weapon	10
Counter	All	Counter Scroll	Depends on Skill	Attacker receives half of the damage it deals to your unit	10
Daunt	Ashnard, Petrine	-	Always active	Opponents within 3 squares suffer a 5-point penalty to Hit and land a Critical Strike	10
Deadeye	Sniper	Occult Scroll	Always active; Depends on Skill	Doubles the chance to hit and can cause the enemy to fall asleep	20
Flare	Sage, Bishop	Occult Scroll	Depends on Skill	Halves the resistance of the enemy	20
Gamble	All	Gamble Scroll	Activates when you select Gamble	Doubles the chance of a critical hit, but halves the hit rate	10
Guard	All	Grand Scroll	Depends on Skill	Prevents an enemy from striking twice	10
Insight	Janaff	-	Activates automatically	Increases hit rate by 20%	0
Lethality	Assassin	Occult Scroll	Depends on Skill	Automatically kills foe in one strike (Not effective on bosses)	20
Luna	General, Halberdier	Occult Scroll	Depends on Skill	Halves the Defense of the enemy	20
Mantle	Sephiran	-	Always active	Dramatically decreases damage taken from enemies	-
Miracle	Mist, Rhys	Miracle Scroll	Depends on the Luck stat	Halves damage sustained if the unit receives a fatal blow	5
Nihil	All	Nihil Scroll	Always active	Negates an enemy's combat-related skills	15
Paragon	Astrid, Geoffrey	-	Activates when gaining EX	Doubles the EX this unit gains	15
Parity	All	Parity Scroll	Always active	Negates enemy's support, terrain and skill bonuses	5
Provoke	All	Provoke Scroll	Always active	Provokes the enemy into attacking the user first	5
Reinforce	Tanith	-	Activates when you order reinforcements	Allows you to call 3 flying reinforcements twice per chapter	15
Renewal	All	Renewal Scroll	Activates in the next turn if HP is less than full	Refills your HP by 1/10 of maximum HP every turn	15
Resolve	All	Resolve Scroll	Activates in battle when HP is half or lower	Increases Strength, Skill and Speed x 1.5	10
Roar	Beast Tribe	Occult Scroll	Activates when you choose the Roar attack	Immobilizes an enemy unit for 1 turn (Not effective on bosses)	20
Savior	All	Savior Scroll	Activates when the user rescues or passes an ally	Eliminates Skill and Speed penalties when the user carries another unit	10
Serenity	Rhys, Devdan	-	Activates automatically	Halves the biorhythm effects	-
Shade	All	Shade Scroll	Always active	Causes enemies to attack other units first	5
Smite	All	Smite Scroll	Activates when you choose Smite next to an ally	The user can shove another unit one additional space	10
Sol	Paladin, Valkyrie	Occult Scroll	Depends on Skill	Restores HP equal to the damage dealt to an enemy	20
Stun	Falcon Knight, Wyvern Lord, Princess Crimea	Occult Scroll	Depends on Skill	Immobilizes an enemy unit for 1 turn after being hit	20
Tempest	Boyd, Makalov	-	Activates automatically	Doubles the biorhythm effects	5
Vantage	All	Vantage Scroll	Always active	Allows you to attack first even if the enemy initiates combat	10
Vigilance	Ulki	-	Activates automatically	Increases dodge rate by 20%	0
Vortex	Naesala	-	Activates when you choose Vortex attack	An attack that deals Wind-magic damage	20
Wrath	All	Wrath Scroll	Activates in battle when HP is half or lower	Increases the chance of a critical hit by 50%	10

CLASS SKILLS

NAME	CLASS	CONDITION	DESCRIPTION
Knife	Thief / Assassin / Sage (available at class-change)	-	Allows the user to equip Knife, Dagger or Stiletto
Light	Bishop	-	Allows the user to use Light magic of the same level as the related Staff
Steal	Thief / Assassin	Activates when you choose Steal while next to an enemy	Allows the user to steal an enemy's item if the user's Speed is higher than the enemy's and the user's Strength is greater than the item's weight; item must not be equipped

APPENDICES

FIXED GROWTH SYSTEM

Change the way you level up your characters. On your second run through the story mode, you'll be able to control how your units grow with experience, which stats improve, and so on using the Fixed Growth system.

TAKE THE REINS

After you finish Fire Emblem's meaty story mode, you'll have the opportunity to play through it again. When you start a new game, you'll choose the skill level you want to play on, but you'll also have the option to enable the Fixed Growth system (instead of the standard Random system). Normally, characters randomly increase their stats each time they gain a level; the Fixed Growth system enables you to target specific stats through your actions. When you fight with certain bands, weapons and magic, you'll grow certain stats at a faster or slower rate, as detailed in the charts on this page. Stats marked with a + have an increased chance of rising, and those marked with a - have a decreased chance of rising. Unmarked stats are unaffected.

BANDS

EQUIP	HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES
Archer Band				+	+			
Cavalier Band	+				+			
Fighter Band	+	+						
Knight Band		+					+	
Mage Band			++					
Pegasus Band						+		+
Priest Band						+		+
Soldier Band	+						+	
Sword Band				+		+		
Thief Band				+	+			
Wyvern Band		+					+	

WEAPONS

EQUIP	HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES
Armor series			-	-			+	+
Brave series	+		-	+		-		
Iron series		-		+	+			-
Javelin/Hand Axe	+	+			-		-	
Killing series	-			+		-	+	
Knight series	-				+	+		-
Level 5 weapons		-	+	-		+		
Magics		-	+			-		+
Short series								
Silver series	-			-		+	+	
Slim series					+		-	+
Spear		+	+		-			-
Steel series	+	+			-		-	

MAGIC

LEVEL	HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES
Level A		-	+		+	-		
Level B/C	-	-	+			+		
Level D				+	-		-	+
Level E	+			-			-	+
Level S		-	+				-	+

ENEMIES

DEFEATED	HP	STR	MAGIC	SKILL	SPD	LUCK	DEF	RES
Archer	-			+	+			-
Assassin				+	+			
Axe Knight	+	+	-			-		
Bandit		-		+	+	-		
Beast Tribe/Cat		-		+	+	-		
Beast Tribe/Cat (in animal form)		-		+	+	-		
Beast Tribe/Tiger		+		-	-		+	
Beast Tribe/Tiger (in animal form)		+		-	-		+	
Berserker	+	+		-				-
Bird Tribe/Hawk	-	+		+			-	
Bird Tribe/Hawk (in animal form)	-	+		+			-	
Bird Tribe/Raven		-			+	+	-	
Bird Tribe/Raven (in animal form)		-			+	+	-	
Bishop		-				+	-	+
Bow Knight	-			+	+			-
Falcon Knight	-	-				+		+
Fighter	+	+		-		-		
General		+			-		+	-
Halberdier	+		-			-	+	
Knight		+			-		+	-
Lance Knight	+		-			-	+	
Mage		-	+				-	+
Myrmidon	-			+		+	-	
Paladin				-	-	+	+	
Pegasus Knight	-	-				+	-	+
Priest		-				+	-	+
Red Dragon	+			-	-		+	
(in animal form)		-	+				-	+
Sage		-	+				-	+
Sniper	-			+	+			-
Soldier	+		-			-	+	
Swordmaster	-			+		+	-	
Sword Knight	-			+		+	-	
Thief	+	+		-				-
Valkyrie	-		+	-				+
Warrior	+	+		-		-		
Wyvern Lord		+			-	-	+	
Wyvern Rider		+			-	-	+	

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APPENDICES

BASE CONVERSATIONS

You need to train and fight with a strong and diverse roster. At numerous points in the story, you'll encounter important individuals. Keep them alive and speak with them at the base (in the Info menu) to discover great things.

BASE CONVERSATIONS

CHAPTER	CHARACTER	IMPORTANCE	CONDITION or DESCRIPTION
Chapter 8	Merchant	★★	-
	???	★	-
	Rolf	★	-
	Boyd	★	Boyd is in your party
Chapter 9	Rhys	★	Rhys is in your party
	Soren	★	-
	Mist	★	-
	Oscar	★	Oscar is in your party
	Mia	★	Mia is in your party
	Mordecai	★	-
Chapter 10	Soldier	★	-
	Marcia	★	If Marcia survives she stays in party
	Lethe	★	If Lethe survives she stays in party
Chapter 11	Merchant	★	-
	Mystery Man	★★★	Laguzlayer becomes available
	Elincia	★	-
	Kieran	★	Kieran is in your party
	Brom	★	Brom is in your party
	Nephenee	★	Nephenee is in your party
Chapter 12	Mystery Boy	★★★	Sothe joins your party
	Volke	★	Volke is in your party
	Zihark	★	Zihark is in your party
	Ilyana	★	Ilyana is in your party
Chapter 13	Young Man	★★	-
	Lady	★★	-
	Jill	★	Jill is in your party
	3 Brothers	★★★	Oscar, Boyd and Rolf remain in your party
Chapter 14	Servant	★★	-
	Gatrie	★	Gatrie is in your party
	Astrid	★	Astrid is in your party
	Marcia	★	Marcia is in your party
Chapter 15	Servant	★★	-
	Sigrun	★★	-
	Makalov	★	Makalov is in your party
Chapter 16	Muarim	★	-
	Stefan	★★★	Stefan is in your party Occult Scroll becomes available
Chapter 17	Servant	★★	-
	Jill	★	Jill is in your party
Chapter 18	Devdan	★	Devdan is in your party
	Soldier	★★	-
Chapter 19	Tanith	★	-
	Tormod	★	Tormod and Muarim are in your party
	Jill	★★	Jill is in your party
Chapter 20	3 Brothers	★★★	Oscar, Boyd and Rolf survive and stay in party/ Oscar has changed into Paladin and selected Bow/ Boyd has changed into Warrior/Saw information "3 Brothers" in Chapter 13 Triangle Attack will be available when all of them equip bow
	Janaff	★	Janaff is in your party
	Ulki	★	Ulki is in your party

BASE CONVERSATIONS

CHAPTER	CHARACTER	IMPORTANCE	CONDITION or DESCRIPTION
Chapter 20	Mystery Lady	★★★	Calill joins your party
	Reyson	★	Reyson is in your party
Chapter 21	Refugee	★	Jill is in your party
	Mist	★	-
Chapter 22	Young Man	★★	-
	Sothe	★	Sothe is in your party
Chapter 23	Soren	★★★	Hammerne becomes available
	Shinon	★	Shinon rejoins party
Chapter 24	Fellow	★	Marcia and Makalov are in your party
Chapter 25	Boy	★★	-
	Bastian	★	Bastian is in your party
	Mystery Man	★★★	Calill is in your party Largo joins your party
Chapter 26	Soldier	★★	-
	Tibarn	★	Reyson is in your party
Chapter 27	Titania	★★	-
Chapter 28	Sacred Pegasus Knight	★★★	Marcia and Tanith survive and stay in party/ Marcia has changed into Falcon Knight/ Tanith and Elincia's Triangle Attack becomes available
	Fellow	★	Reyson, Janaff and Ulki are in your party
Chapter 29	Fellow	★	Lethe, Mordecai and Ranulf are in your party
	Fellow	★	If Ike defeats Black Knight in Chapter 27/ Nasir is still alive



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